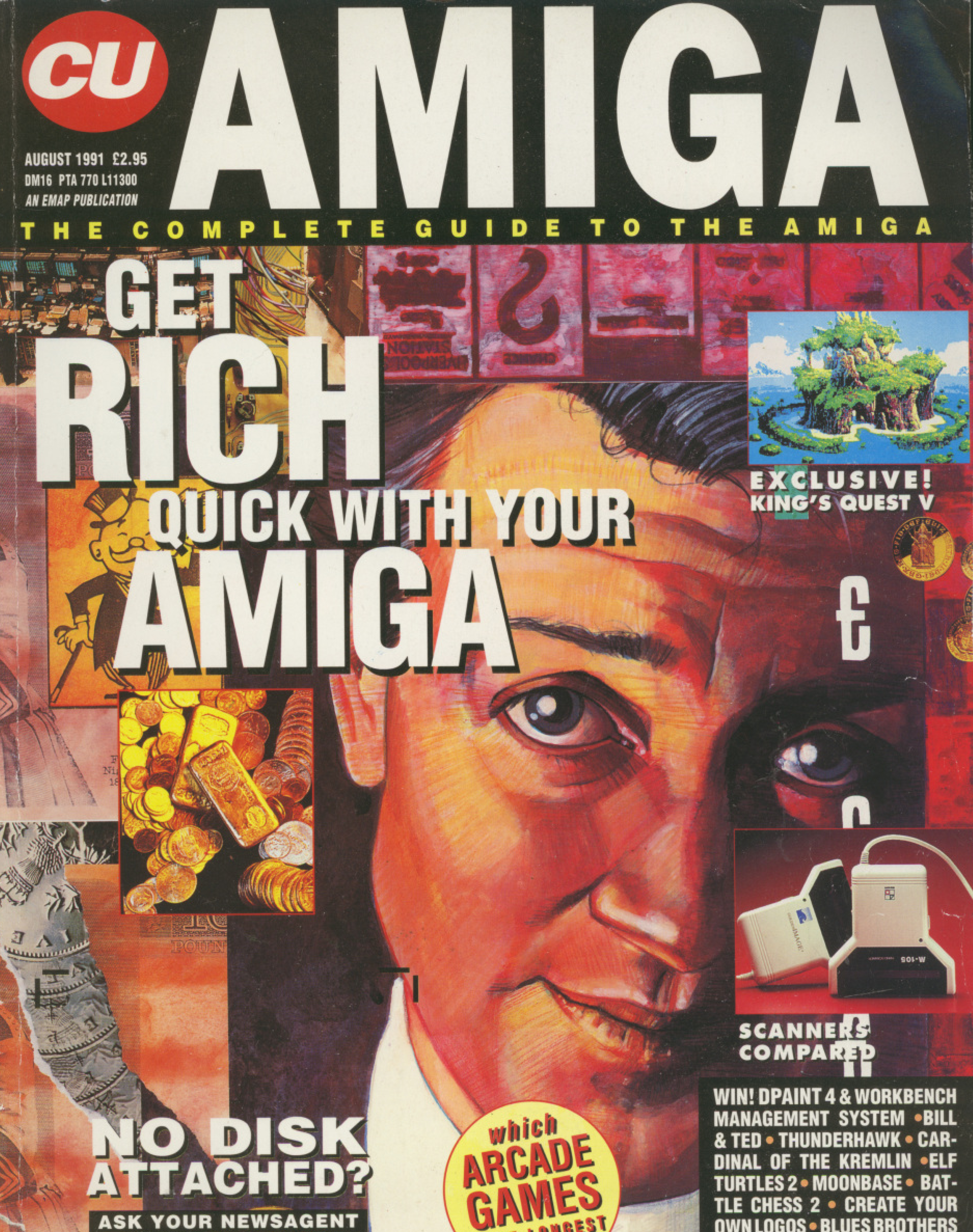
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THE COMPLETE GUIDE TO THE AMIGA



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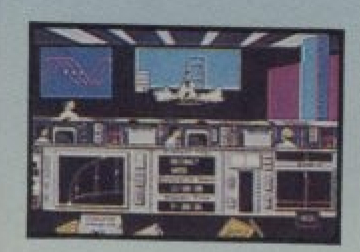
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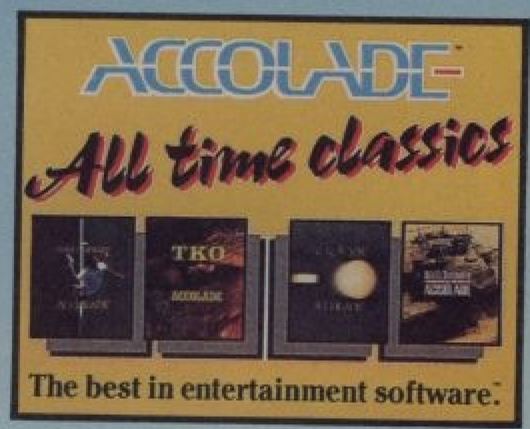
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Is it possible to make money with your Amiga - without selling it, that is? We take an in-depth look.



Eyes right, as Thunderhawk swoops in for an exclusive review.



REGULARS



SPECIALS

THE DISK

ARMALYTE - a complete level of Thalamus's playable blaster.
STAR TREK TRIVIA - test your knowledge of Kirk, Bones, and Co. with this neat trivia game.
MM - we haven't got the famous black chair or Magnus, but this Mastermind variant will stretch your grey matter just as far.
FREDDY'S BACK - well, in picture form.
Virux X - a brilliant virus killer - stop those virii!
PING PONG - all the thrills and speed of the real sport in our full game.
HEAD CLEANER - self-explanatory but extremely useful.
FORMATTER - who needs to mess about with Workbench with this utility?
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FIX DISK - lost a file, or deleted one by mistake. Fret no more with Fix Disk.
MEMCLEAR - leaves you to play with when you need it most.









Venturing into the arcades once more, we take a look at The Simpsons, Rail Chase, and Sega's innovative 'real people' system.

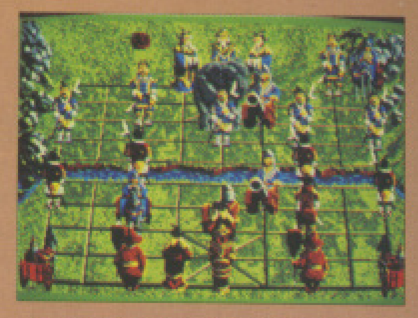


GAMES

60 As ever, we are miles ahead of the so-called competition in the games review stakes. We bring you exclusive reviews of Thunderhawk from Core, Domark's Thunderjaws, and King's Quest V from Sierra. In addition, we also take a look at Deuteros, Armalyte, Maupiti Island, and the long-awauted Hunter. There's plenty of wheat, but how much is chaff?

TECHNICAL

COMPETITIONS



Battlechess 2 reviewed and Final Blow in development. . . .



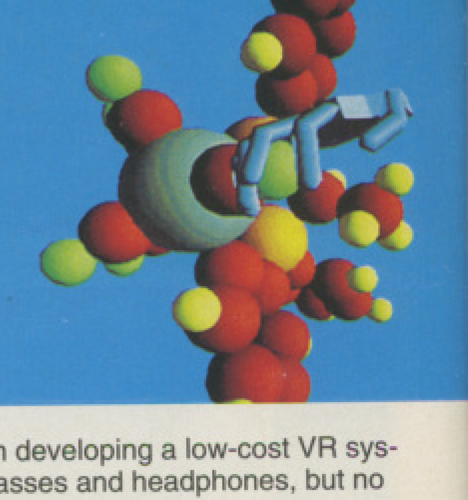
Thunder hawk leads our reviews this month, and, as the summer drought starts to leave us, a new wave of big titles starts to arrive. Domark's Thunderjaws is finally here, as is Ocean's Elf and Wild Wheels. In addition, we get our hands on Hunter and King's Quest V - and both are classics.

REVIEWS

BUZZ

Division make provision for Virtual Reality... The A690 CD-ROM set for Christmas release... The Bitmaps start the Chaos Engine... ECES show spectacular announced...

VIRTUALLY HOME



You've read the hype now own the machine. Virtual Reality is available as a home unit, so you can blunder around in your own alternate universe without anyone ever knowing.

Provision from Division is the complete home VR kit. It comes with the host computer, stereo goggles, fibre optic glove, headphones and all the necessary software to get it running. The sophisticated computer uses clusters of chips and software dedicated to separate tasks within the system, such as synchronising the stereo images and controlling up to 4Mb of 16-bit sampled sound. It is also rumoured that a British company is working on developing a low-cost VR system based around the A2000, which will include glasses and headphones, but no glove.

Provision's £30,000 price tag puts it out of the reach of most people, so it's being targeted towards design and business where an accurate 3D representation of an object is essential. Could this spell the end for the architect's model?



DRIVING FORCE

Commodore have confirmed that an Amiga CD-Rom drive will be appearing before Christmas.

The A690 will be compatible with all CD-TV software and it's rumoured that it will cost under £300, almost £100 less than was previously thought. There's also speculation that the CD-TV could be facing a £100 price cut, but this isn't likely until the end of the year.

Meanwhile, Commodore have upgraded the CD-TV to make it compatible with A2000 and A3000 keyboards, but Commodore cannot confirm whether or not they'll be producing a black version for the machine . There's also a new type of CD-TV control unit due for release soon. Containing a trackball, it will be compatible with normal Amiga Joysticks.



If you want to see a CD-TV in action, Commodore have arranged a series of demonstrations at the Troccadero London on the 8th, 15th and 22nd of August which will be hosted by Steve Woodmore, the world's fastest talker who features on the Guinness Disk of Records.

BITMAPS STEAM AHEAD

The one-game-a-year Bitmap Brothers have gone into overdrive. So far 1991 has seen *Speedball 2* and *Gods* with *Magic Pockets* soon to follow, and next will be a game that's quite unlike anything they've done before.

***Chaos Engine* is cross between a traditional shoot 'em up and a role-playing game. It features six heroes, three of which can be controlled by one player in a simultaneous game with a Victorian, steam-powered computer. Each character has his own set of attributes, such as speed and strength, which can be improved between levels, along with a huge arsenal of weapons which can also be enhanced.**



The aim of the game is to the destroy the Chaos Engine, a monstrous machine responsible for ripping apart the very fabric of space and time. The four levels will be inhabited by creatures from key stages in Earth's history, thrown together by the emissions from the out-of-control Engine.

IT'S SHOWTIME!

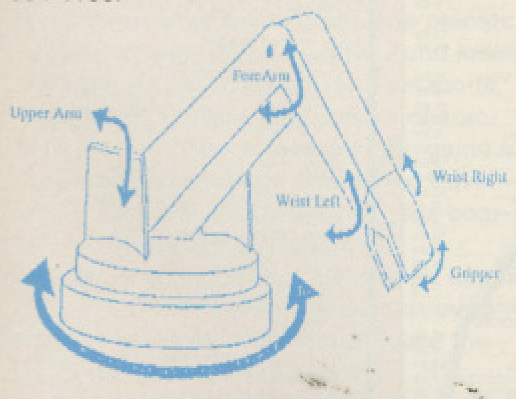
It's that time of year again when the entire software industry descends on London and the Buzz team goes and gets hammered on expenses. The European Computer Entertainment Show 1991 is the country's premiere showcase for new hardware and games, and all the top software houses will be exhibiting along with Commodore and their fabled CD-TV.

The venue is the newly-built Earls Court 2 on Friday 6th, Saturday 7th and Sunday 8th of September. Admission is £7, but by turning to page 82 you can get money off advance tickets and read about what CU will be doing at Europe's biggest computer show.



ARM-Y MOVES

Think Limited have come up with a low-cost example of what human-replacement-labour of the future might be like. The Alfred Arm is designed to work with all types of Amiga.The operating software is designed to be used by people with very little experience of computers, using a simple command structure and programmable variables for the movement.The package retails at £399 from Prudential Building, 46c High Street, Ardington, Birmingham B23 6RH. Tel: 021 384 4168.



AMOS-ING

According to Europress Software their latest additions to the *AMOS* range will 'bring Virtual Reality to the home of every Amiga user'.

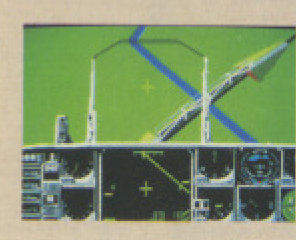
AMOS 3D, the first of two new products, works with the basic *AMOS* pack to supply it with a series commands designed to help create and manipulate 3D objects. The second pack is the *AMOS Compiler*, which converts *AMOS* Basic into machine code, making some instructions run up to six times faster.



TEST DRIVE II: THE COLLECTION

Summertime's well and truly here, and what better way to spend it than cruising down the Californian highways in an open-top Ferrari? *Test Drive 2: The Collection* from Accolade is a compilation featuring their smash-hit sports car sim *Test Drive 2: The Duel, Supercars* and *Muscle Cars* which add a further 15 modern and classic cars to the basic game, and *European* and *Californian Challenge* which gives the game two extra courses. Burning into the shops now.





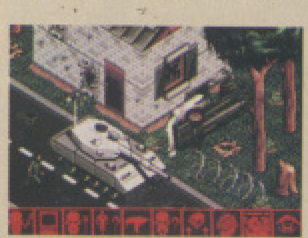
DOUBLE DOUBLE BILL Cinemaware's first compilation is about to hit the shops, mixing history with sport. *TV Sports Football* puts you in control of a top American football team, complete with cheer leaders. *TV Sports Basketball* is in the same vein as Football, mixing arcade with management. *Lords Of The Rising Sun* casts you as a twelfth century Japanese warlord, caught up in a power struggle. Finally there's *Wings*, a World War One flight sim. *Double Double Bill* should hit the shops next month.

VIRTUAL WOR

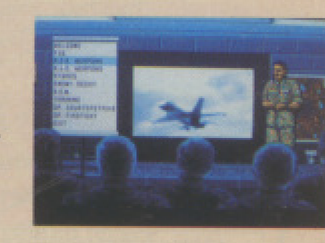
a foothold in the compilation market t of Freescape games. *Virtual Worlds* c *Total Eclipse* and *The Crypt*, the unre *Master* where you once more have to forces of evil. All the games are writte behind *3D Construction Kit. Virtual W* next month.



FLIGHT OF THE INTRU



Of The Intrud ...our, *Flight* pletion. The g ...aring com- A-6 Intruder, ... Grumman piloted by the ... built MiG's, ground target ... NVA messages wit ... in-flight on actual map ... n based ... plan missions as well



CD-TV FALCON Mirrorsoft's hugely successful *Falcon* is set for a July take-off on CD-TV. The basic game format will be unchanged from the Amiga version, although it will now feature speech from the control tower and other pilots. For new pilots, there's a trainer mode which contains speech and video footage of the plane's weapons in action as well as a detailed description of the aircraft and how to fly it.

GALACTIC New from veteren C64 programmer Stavros Fasoulos is *Galactic*, his first game in nearly three years. *Galactic* is a shoot 'em up with no overall objective. It's designed so that anyone can pick it up and get going without having to worry about saving the known universe. This is Stavros' first game since being conscipted into the Finnish army.



UMS PLANET EDITOR Designer worlds are all the rage at the moment, with *Powermonger* 2 and *SimEarth* on the way. Microprose's addition to this genre is a bolt on planet editor for *UMS 2*. The editor allows you to customise terrain, weather patterns and create armies based on any period in the time and virtually any scenario.



TWILIGHT 2000 World War Three has broken up and most of Eastern Europe has been left a desolate wasteland. You play a tank commander fighting in what's left of Poland, trying to stop the all conquoring enemy from advancing further. *Twilight 2000* is being programmed by US-based Paragon software and will be released through Entertainment International early next year.

BUZZ

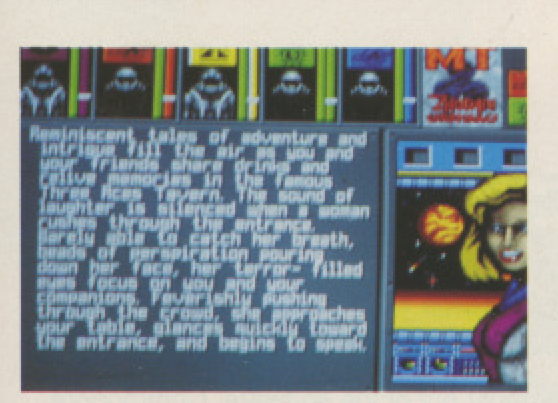
IT ANT NO PROBLEM

If creating a world or managing a city isn't challenging enough for you, try spending a few years as an Ant.

From Maxis, the creators of *SimCity* and *SimEarth*, comes *SimAnt*, a game that puts you in charge of your very own ant colony. By directly controlling one ant you influence the behaviour and actions of the colony as they try to conquer a suburban back yard. Laying scent trails can point the workers towards food, or steer them clear of danger. Also, the queen needs protecting and enemy raids need to be beaten back. Hazards come in the the form of spiders, rival red ant colonies and humans armed with cans of Ant-A-Way.



Much of the game is based around Pulitzer prize-winning book, The Ants, written by Harvard University biologists Bert Holldobler and E O Winston, which takes an in-depth look at the social behaviour of ants.



MEGATRAVELLER 2

A mere three months after the release of *Megatraveller,* Paragon are already working on sequel that will dwarf it's predecessor

The unoriginally-titled *Megatraveller 2* will contain over 130 worlds; over ten times a many as the original. The planets will also feature more locations and less restrictions on movement and weapons. Additionallly, there will be more characters central to the plot to give the game a more 'story-book' feel. The space travel section is also being improved, the combat system is being made more straightforward and it's being sped up. In addition, the graphics will be improved and the jerky scrolling that plagued the original has been eliminated.

Characters from the original *Megatraveller* can be upgraded and used in the new quest. Skills that weren't used in the first game will now come into play, along side more complicated problems. *Megatraveller 2* should be in the shops for Christmas.

BEETLE'S ABOUT

Team 17 have got the licence to beat all licenses. Roll over Schwarzenegger, the Love Bug's back.

Joyride is a diagonally scrolling driving game based on Herbie, the petrol-driven star of Herbie Goes Bananas and Herbie Goes to Monte Carlo. It will feature 7,500 screens, hooligans, speed humps, police and other less predictable hazards designed to thwart Herbie in his quest to find his sweet heart. Help is at hand, though, as improved engines, gearboxes, headlights and nodding dogs(?) are scattered along the road to aid our beloved VW Beetle. Sadly the game will be 1MEG only

What next we ask? The Sound Of Music?



OPEN WIDE

Next time you go to the dentist for a filling, it could be that his (or her) tutor, test subject and study notes all came from an Amiga.

Kings College Dental Hospital undergraduates are new using a unique interactive media system to study their trade. The system is made up from a 25Mhz A3000 with 5Mb RAM running *CanDo*, *DPaint III* and *The Art Department* software. Digitised pictures, animation, diagrams and sample sound effects are used to guide the students through complex procedures such as root canal therapy.The sound effects comprise of sampled drill effects and suction tubes, but Buzz can't confirm whether or not the trainee orthodontists get a digitised scream if they slip.



CONSOLE COCK-UP

In the supplement to our June edition, we showed you a picture of a really smart new Amiga console unit. Trouble is, we gave you all the wrong details, so here's the right stuff. The unit is made of aluminium and powder coated in scratch resistant paint. It costs £33.95 and is available from Kontax Computers who can be phoned on (0628) 773212.

FLY GUY

Trilogic are now offering a non-standard hard drive package with could upset a few of the old favourites.

The NEC-produced Dataflyers come in 56Mb and 130Mb sizes and are compatible with the Amiga when connected with a SCSI lead. The new range of drives are only 25mm high, feature auto-parking heads, a read/write speed of only 1.5M/bits a second, a quick start-up feature, a two year guarantee, and come with a SCSI lead to connect to your machine. For A1500 and A2000 users the Dataflyer comes as an internally connectable hard card, which costs less than the A500's external model.



BIG, BAD AND UGLY

With Wrestlemania slamming into Britain this summer, it was always odds-on to become part of a softco's licence collection.

Once again it's Ocean heading the buy-up bandwagon. *World Wrestling Federation* is already in development, featuring most of the heroes of the square ring such as the Hulkster, Seargent Slaughter, Virgil and The British Bulldog - AKA good old Davy Boy Smith. In America, WWF bouts regularly attract crowds in excess of 10,000, they don't come for the wrestling, though. Each bout is a carefully-scripted battle as characters like The Undertaker and Ted Debiowski, The Million Dollar man, grapple it out for the cash.



SUICIDE IS PAINLESS

To some it's the God of games, to others it's like a disease which just keeps spreading. Love it or loath it, *Lemmings* is here and it just keeps on going.

The latest addition to the *Lemmings* legend is a construction kit. This gives you a full level designer, with which you can create custom built levels that contain all your favourite hazards. You'll also be able to determine the number of special Lemmings. If you don't fancy creating levels you could try the data disk which is due out next month bringing dozens of new levels to suicide starved gamesters.



***Lemmings* is also due to infect the arcades next year in coin-op form. Data-East are currently producing a track-ball operated arcade machine based on the original computer format. Is there no escape?**

EAT MY SHORTS

Commodore are set reenact their PC sales strategy on the Amiga by including a tutorial video in every package.

It's rumoured that Video One (reviewed this issue) will come free with their new Cartoon Classics bundle. The package will come with *DPaint 3*, which will be outmoded by *DPaint 4*, and the video which explains how to get the most out of the software. Commodore have also signed *The Simpsons*, which isn't due for release until September, for the pack,. That means Bart will star alongside *Lemmings* and *Captain Planet* in a bundle which Commodore expect to sell 150,000 of by Christmas.



A GREMLIN IN THE WORKS



Gremlin have announced their preliminary entries for the Christmas software glut. The first is *Harlequin*, a platform game which it's claimed will feature some of the best animation yet seen on the Amiga. The Warp Factory are currently working on this, their first major project.

Next is *Video Kid,* is a shoot 'em up set in the world of movies. The hero has to travel across different film cliches such as wild west and gangster land. It's being programmed by Twilight who are currently working on Ocean's troubled *Darkman*.

Also in the pipeline is *Suspicious Cargo*, an Icon-driven graphic adventure, which is being programmed by Imagitech



BULMER BURGLED

We received a call from Kevin Bulmer, the guy currently working on *Terminator II* for Ocean. Whilst Kevin was out for a few days, his house was turned over and all his development kit was taken, along with a variety of other stuff. Kevin can live without the hardware and isn't bothered about naming names, but what he does want is some of the stuff that will be on the computers' hard disk. So, if you have just bought an A3000 cheap, check the hard disk and if it is full of someone else's stuff (ie. not yours!), then drop us a line at CU and we'll work something out. Luckily, this won't affect *T2*'s release, but there is some stuff on there that is valuable to Kevin but worthless to anyone else. And if you can help, then we'll throw in some software as a bonus - and strictly no questions will be asked.

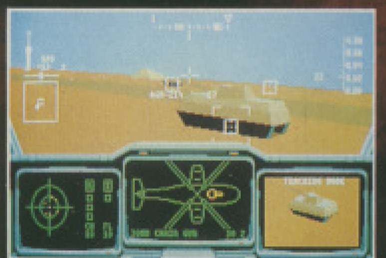
THUNDERHAWK

AH-73M

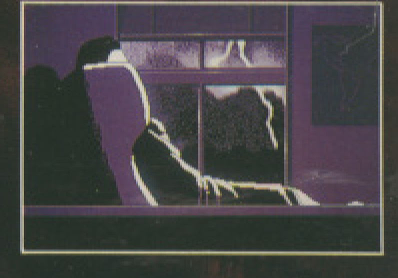
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LASER SQUAD 2

Rough justice comes to the universe with Blade Software's follow up to hugely popular *Laser Squad*. This time, a crack platoon of troops, armed with a huge array of vicious weapons, have to rid the galaxy of criminals, rampant robots and nutty aliens.

Programmed by Mythos Games, *Laser Squad 2* will be set in the same style as its predecessor, only with improved graphics, an enhanced user interface, and a dozen missions. A squad has to be hand-picked for each mission and individual characters skills like lock-picking and computer hacking. Weapons will range from knives and clubs to rocket launchers, and impact and smoke grenades, machine guns and missiles. The scenarios will be set in multi-level complexes, making it easy for an unwary platoon to be ambushed.

Only the graphics are complete at the moment, with the gameplay and main bulk of coding still to be done, although Julian Gollop, the brains behind *LS* and *LS2*, is confident that it will meet its December release date.



WARE SAVED

Ailing American software giants, Cinemaware, have been saved from closure by a Mirrorsoft buy-out.

Cinemaware started the year with debts in excess of $1,000,000, forcing chairman Bob Jacobs to halt current projects and make compulsory redundancies. Since then there has been much speculation as to whether Mirrorsoft could come up with a package suitable to Cinemaware's creditors. The Maxwell-owned firm will now complete all Cinemaware's existing projects such as *Rollerbabes*, but with several key programmers now working for rival companies the label's future is unclear.

Jacobs' new company, Acme Interactive, will still develop for the Cinemaware label with Mirrorsoft now in control of European publishing.



BUDGET MANIA

Gremlin are also out to corner the budget market, with their aggressively titled new label GBH.

The initial releases are *Cloud Kingdoms, Kid Gloves, James Pond, Thunderstrike, Resolution 101, Impossamole* and *Footballer Of The Year 2*. Gremlin have also signed a deal to publish what's left of Millennium's back catalogue at a £7.99 price point.

Meanwhile Psygnosis have launched a budget label of their own which will bring previous releases, such as *Barbarian*, back into the limelight.



SCHOOL'S OUT

Europress Software are set to crown a successful year with the follow up to the enormously popular *Fun School 3*.

Fun School 4 will contain more problems designed around the national education curriculum and more and varied reward routines to keep the kiddies playing longer. So far the original *Fun School* series has clocked-up sales in excess of 300,000, outstripping most top-selling games.

Following on from that there will be a range of educational products aimed at over 12s as well as two packs tied into major licenses.

CHUCK UP

If you're fed up with supersonic flight sims with ultra-smart weapons, Chuck Yaeger's third computer outing could be right up your runway.

The game is currently doing the rounds on the PC, where it's receiving rave reviews, but Electronic Arts have yet to confirm a release date for the Amiga version, although it's likely to be early next year.

***Chuck Yaeger's Air Combat* is set across the three wars that Chuck actually fought in. World War Two has you up against the Reich, or zapping American bombers in your Messerschmitt. Korea features the first jet aircraft while Vietnam introduces modern aerial warfare in the shape of guided missiles and radar. You won't fly alone either. Wingmen accompany you on missions, reporting on enemy activity and picking off bandits when they feel like it.**



MEDITATION

Eight into four doesn't go, especially if you're talking about Amiga music. Now there's a reliable package that will give your machine eight-channel stereo sound.

OctaMED V2, from the Amiganauts, is a low-cost music package that boasts many incredible features; notation can be entered on screen, something that only appeared in *Deluxe Music Construction Set* and *Sonix*, a print feature that turns your music out to paper in manuscript form, and the package simulates eight channel sound – which is impressive as the Amiga only has four channels. A price and release date haven't yet been set, but it's expected to sell for £10.

OctaMED V1 is currently available although it lacks many features of its successor, as well as harbouring many bugs. Existing *V1* owners will be able to pick up *V2* at half the cost.



1 This excellent new drive not only loads your disks, but it protects them from virii too! A switch at the back turns on protection mode, preventing all bootblock virii from getting onto your disks. It also features integrated back-up hardware. Price £65.00 Details: Power Computing, Unit 8, Railton Rd, Woburn Industrial Estate, Kempston, Bedford. Tel:(0234)843388

2 This replacement power supply offers 30% more power than the original Commodore unit. Ideal if you want to add loads of peripherals without blowing your machine up! Price: £39.99 from Power Computing (see above)

3 Don't wear out your parallel port, plug in up to four peripherals with this data switch box.. A flick of the wrist switches between them. Prices from £20.00 Details: Ace-Pyx, 25 Albyns, Langdon Hills, Essex.. Tel (0268) 415110

4 Connect your TV/monitor up with this cable. Variety of types available. Prices from £10.00. Ace-Pyx (see above)

5 Unreliable mice can be a thing of the past with this bargain-priced optical mouse. It has a long life as the buttons are the only moving part. Sound ergonomic design ensures that it feels just right in your hand. Price: £29.95 from Golden Image.Tel (081) 365 1102

6 Store over 150 disks in this stylish, drawer type disk box. Fully stackable, it's the ultimate in disk storage. Price: £18.00 from Ace-Pyx (see 3 above)

7 Protect your keyboard from dust or accidental spills . This transparent , soft vinyl cover moulds to the shape of each key, whilst still allow ing you to type. Price: From £10.00 from Kador. Tel (0443) 740281

8 This computer toolkit contains all every gadget you need. Price £20.00 from Ace-Pyx (see 3 above)

9 A handy stand to support your printer and both paper and print-outs. Prices from £15.00 supplied by Ace-Pyx (see 3 above)

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ON YOUR DISKS

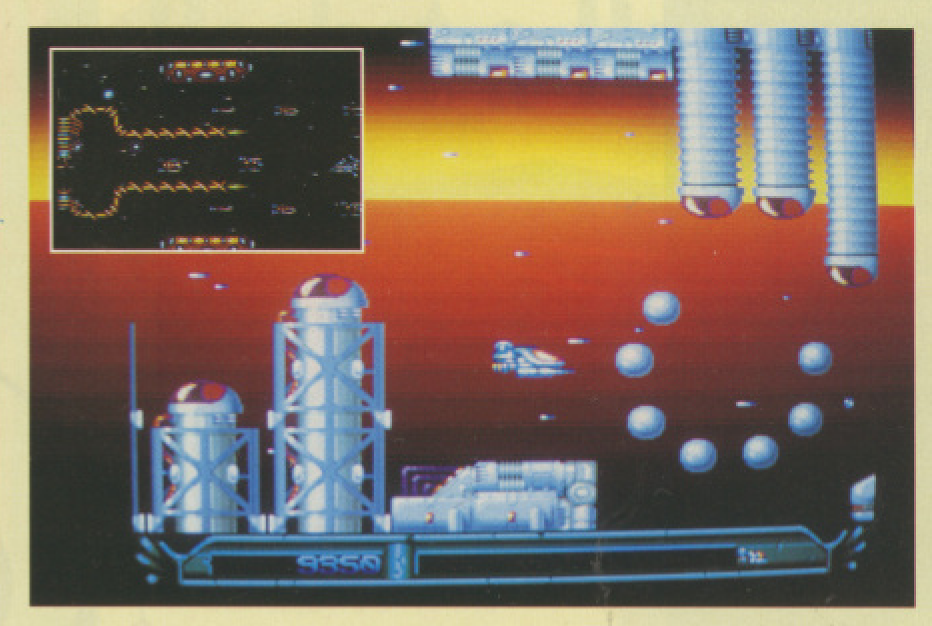
All you trigger-happy blasters will be well catered for as we give away a complete level of Thalamus's Armalyte, and this is supported by a full cast including MM, Star Trek Trivia and Ping Pong, a superb Virus Killer, AMOS info, this month's Star Picture, and a whole host of superb disk utilities including a head-cleaner and a disk repair kit.

LOADING YOUR DISK

Insert it in the Amiga's drive and it will auto-boot. An intro will appear, so press the left mouse button to skip this, and the menus will then appear. Then just press the relevant key to load each item.



ARMALY





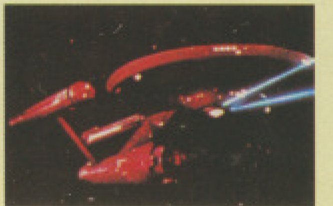
Already a massive hit on the C64, and rated as THE essential blaster to own for that machine, *Armalyte* is finally here for the Amiga, courtesy of Thalamus and Arc Developments. However, rather than convert the C64 game over lock, stock and barrel, Arc have completely rewritten the game to make the most of the Amiga's more powerful capabilities - and we've got an entire level to give to you!

The game's scenario tells of an alien invasion set to devastate Earth and - no surprises here - you are the only person capable of deflecting the attack. In the full game, the battle takes place against five levels, each of which has their own graphical theme. For instance, whereas the original C64 game was set entirely against a metallic bas-relief play area, the Amiga game takes part in levels made up of marble, crystal and organic material, and the aliens contained within reflect these. In terms of gameplay, *Armalyte* is from the 'old school' of blasters, with wave after wave of enemy ships to be destroyed as you progress through the horizontally-scrolling stages, which pave the way to an epic battle against a massive end-of-level guardian.

Our level takes you through the metallic level of the game and will give you a taste of what is to come. The ship is controlled using the joystick, with the firebutton sending a stream of lasers across the screen. As can be expected, contact with the enemy and the ground-based installations - not to mention the flak they spew - is fatal, so avoid these whenever possible. Apart fromthat, there's very little to tax the brain, so you can get straight in and start blasting!

STAR TREK TRIVIA

When your joystick can take no more, you'll discover Trek Trivia waiting in the wings to do to your mind what Armalyte did to your trigger finger. This entertaining quiz program will test your knowledge of the original series to the full. See if you can score 100%!



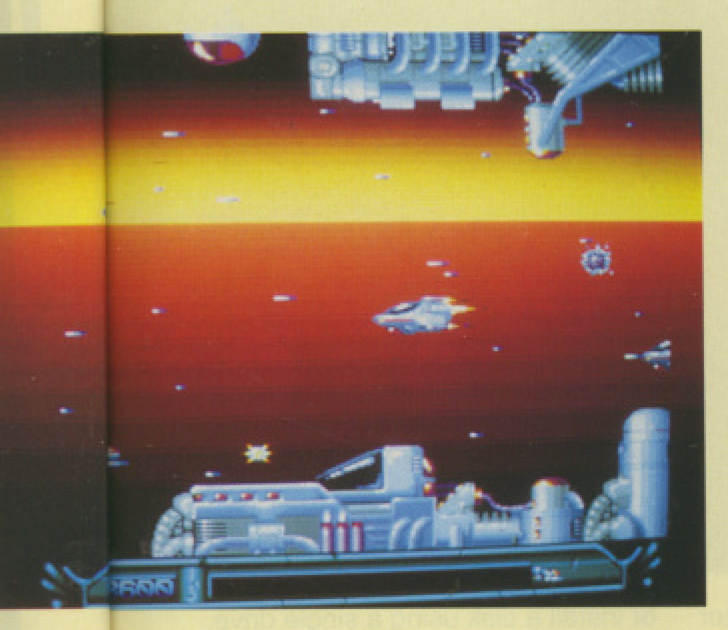
MM

If Trek Trivia doesn't overload the grey matter, how about trying your luck at MM. This classic puzzle game will challenge your powers of logic and deductive reasoning to the full. When the game has loaded, the computer will randomly choose a sequence of four coloured squares for you to guess. You

We're back to one disk this issue, but it hasn't stopped us from cramming it full with top-notch demos, utilities, and ideas. First of all, we have a complete level from Thalamus's *Armalyte*, and this is backed up with brilliant and our usual plethora of brilliant utilities and info.

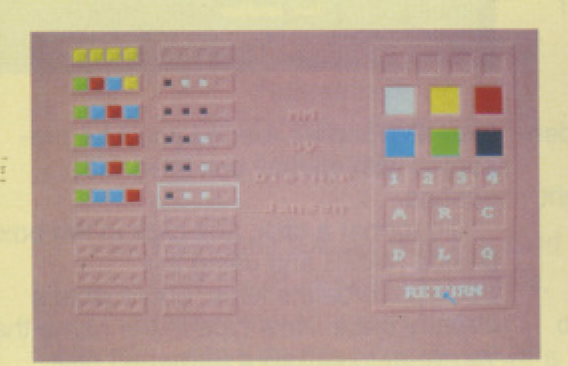






not only have to work out the colours that the computer uses for its sequence (from a choice of six colours), you also have to work out the order in which it positions them.

On the screen, you will see the game board and a control panel. At the top of the control panel are the six colours that you can select from. Below that are four numbered boxes (1-4) that represent the four positions into which you can place a colour. To select a

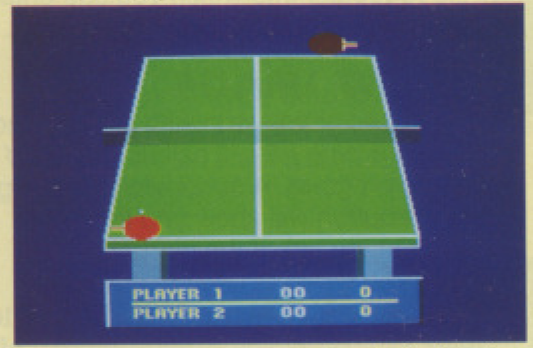


colour, simply click on it, then on the position that you want to use it in. Below the position boxes, there are six boxes containing letters, to speed up the colour selection process. They work as follows; A=All - Select a colour then click on A and all positions will be filled with your selected colour. R=Repeat - Once you've made one or more guesses, clicking on R will duplicate your previous guess. This is useful when you only want to change the colour of one square. C=Change - Change is handy when you think that the computer has created a pattern that only contains two colours. Clicking on C will reverse the positions of your two selected colours. D=Delete - This option simply clears the current guess. L=Look - Clicking on L surrenders the current game and makes the computer show you its colour sequence. Q=Quit - Ends the game and returns to the main menu.

When you have selected the colours that you wish to use as a guess, click on return and the computer will analyse your attempt. It will then show you certain information depending on how accurate you were. If you guess a correct colour, and it is in the correct position in the sequence, the computer will display a small black square beside your guess. If you guess the right colour, but it is in the wrong position, the computer will display a small white square. Your ultimate objective is to get four small black squares. Incidentally, the computer may decide to use the same colour two or more times in a sequence, so be warned!

PING PONG

As its name suggests, Ping Pong is a version of table tennis for two players with joysticks. When serving, press fire to throw the ball in the air, then fire



again to hit it. To return the ball, simply press fire when the ball is in the right position. Moving the bat left or right as you hit it, will spin the ball across the table. Moving the joystick up as you hit it, will smash the ball. Moving the joystick down will lob it. That's all there is to it. Have fun!

TUNE OF THE *MONTH*

When you've finally had enough of games, how about listening to the *Tune of the Month*, which you were probably vaguely aware of whilst the disk was loading. Composed by Marcus Attwood and initially entered in our 'MC Hammer' competition, this ten minute masterwork earns its composer a year's subscription to everyone's fave mag.

If you think that you could do better, then send your entries to Tune of the Month at the usual CU address.



SCREEN OF THE MONTH

Of course the perfect complement to music is graphics, and what better than our screen of the month 'Freddie'. The screen was designed using *DPaint* by Matt Stubbington. Matt, who has recently been spending a lot of time working on graphics for the Sega systems, has just secured a job in America working for Punk Developments. Fortunately for us, he sent us some of his fabulous graphics before he left. His prize will be winging it's way to him just as soon as we find his address. Help! To return to the main menu, press the right mouse button and select Quit from the menu at the top of the screen.

VIRUS X

To protect your valuable disks, we've also included the ever popular *Virus X* virus killer. Just press F6, and *Virus X* will load and check disks placed into any drives.

Pressing F10 will take you to yet another menu absolutely packed with useful utilities.

HEAD CLEANER

Head Cleaner is one for those of you who have bought a drive-cleaning disk only to find that there's no way to make the external drive spin. Just insert your

head cleaning disk into any drive from DF0: to DF2: and click on that drive's icon. The drive light should come on and the disk will spin. After ten to twenty seconds click the mouse again to stop the drive. Remove your cleaning disk and hey presto, one clean drive!

PPMORE & PPANIM

PPMore and *PPAnim* are two programs to display files that have been compressed using the ever-popular Power Packer.

PPMore is a neat little program that allows you to read and print text files. Press



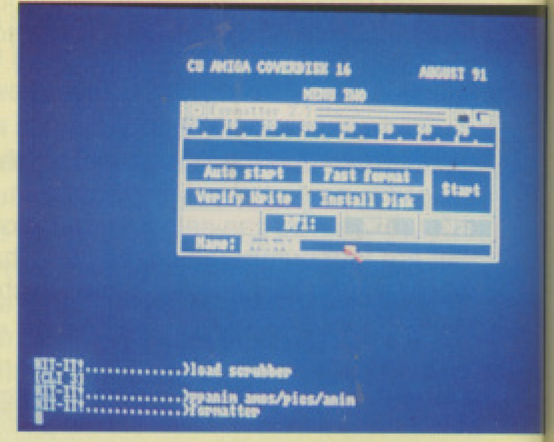
F3 to load it, and when the file requester appears, simply enter the name of the file you wish to load. Alternately you can type **PPMore <filename>** to load a particular file, where **<filename>** is the name of the textfile that you want to load. Pressing F4 will load *PPAnim*, and we've already included a simple animation to demonstrate how it works. The animation was created on *DPaint III* in two bit planes. To load your own animations, type **PPAnim <filename>** to load and animate the file called **<filename>**. Alternately, typing **PPAnim** will call up a file requester into which you can enter the name of the file you want to load.

SHOW IMAGE

For those of you who with artistic tendencies, pressing F5 will call up the *Load Image* program. A quick click of the right mousebutton will show you the Disk menu at the top of the screen. Select Load and when the file requester appears, select the file that you want to load. What could be easier? As part of a demo, typing **LoadImage <filename>** will automatically load the screen specified by **<filename>**. As an added bonus, the program can even print your screens provided you use the correct printer driver.

FORMATTER

If you're sick and tired of all that annoying disk swapping when you want to format or install a disk using a single drive, *Formatter* is the answer. Press F6 to



load it. When it's loaded you'll be presented with a small box filled with options.

To format a disk, first click in the box beside NAME and using the backspace/delete keys, erase what's already there. Now type in the name that you want to call your formatted disk. Clicking on VERIFY, (which highlights it) will tell the computer to check your disk as it formats it. Although this takes longer, it ensures that your disk is safe to save information on. If you click on START the computer will automatically format whichever disk is in the selected drive, but if you select AUTOSTART the computer will wait until you insert a disk, then automatically formats it without



Won't Load?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to:

CU DISK RETURNS
PC Wise
Merthyr Industrial Park
Pentreebach
Mid Glamorgan
CF48 4DR

They will then test the disk and send a replacement as soon as possible. Please don't ring the CU offices regarding disk complaints as we honestly won't be able to help you. Instead, there is a PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on:

(0443) 693233

waiting for further instructions. Select your drive by clicking on DF0: (the internal drive) or any of the other gadgets from DF1: to DF3:

Clicking on INSTALL then START will automatically install your disk so that it is bootable. To quit *Formatter* click on the dot in the top left corner of the window.

CALCKEY

Isn't it strange that you can own a computer as powerful as the Amiga, yet still have to hunt around for a pocket calculator whenever you need to work out simple sums? Not any more! *Calckey* is a memory resident calculator that can be loaded without taking up screen space. When you want to use it simply press the **ALT** and = keys at the same time, and up pops a mouse-operated calculator. And when you've finished, click on the dot in the top left-hand corner to get rid of it, it's as easy as that. The beauty of this little program is that it's so tiny you can afford to copy it onto all of your utility disks and include it as part of the startup-sequence, thus making it readily available no matter what application you're using.

FIXDISK

This multi-talented program is just what you need to examine and repair damaged disks. Having clicked on the drive to check, you will have a wide range of options. Should any errors be detected whilst the disk is being checked, they will be pointed out to you. It is then simply a matter of using the appropriate option to repair the damage.

MEMCLEAR

Because of the Amiga's flexible architecture a lot of memory is often wasted due to data being incompletely flushed from the system when you move from one project to another. *Memclear* regains all of that wasted memory. Include it in your programs to ensure the maximum operating memory at all times.

>

DISK TUTORIALS



Continuing CU's policy of providing disk based programs to accompany our magazine tutorials, we present three great items for your delectation.

KEYMACRO

You can't help but notice the superb *Keymacro* program as you load this month's disk; It's responsible for the menu that allows you to load all the other goodies. This invaluable program allows you to change the keyboard so that a single key press will perform many functions. These functions may be simple things such as loading another program, or more complex operations like running mini programs. A full tutorial, which also gives you an easy-to-follow ten step guide to using *Keymacro* on your own disks, can be found in **FINGERBOBS on page 156**.

AMOS MUSIC CYCLER

In the June issue we gave you an intriguing routine to produce colour cycling in time to your choice of music. Now, for the benefit of AMOS owners we've taken things a step further. Now, not only can you colour cycle any screen in time to a piece of music, but you can also set the computer to load a variety of tunes to create a musical slideshow.You can find the program called disco lights in the AMOS directory of the disk. The tutorial begins in **AMOS UNLEASHED on page 148.**

FONT GIVEAWAY

Linking our feature on Logos this issue, with our 'Tricks with Type' feature in the June issue, we've included another fantastic free font. This 48 point font is large enough to use with posters or adverts, and can be used with your favourite art package. There are full instructions on the disk to assist Deluxe Paint II users, and you can read this month's feature **CREATE YOUR OWN LOGOS on page 30.**

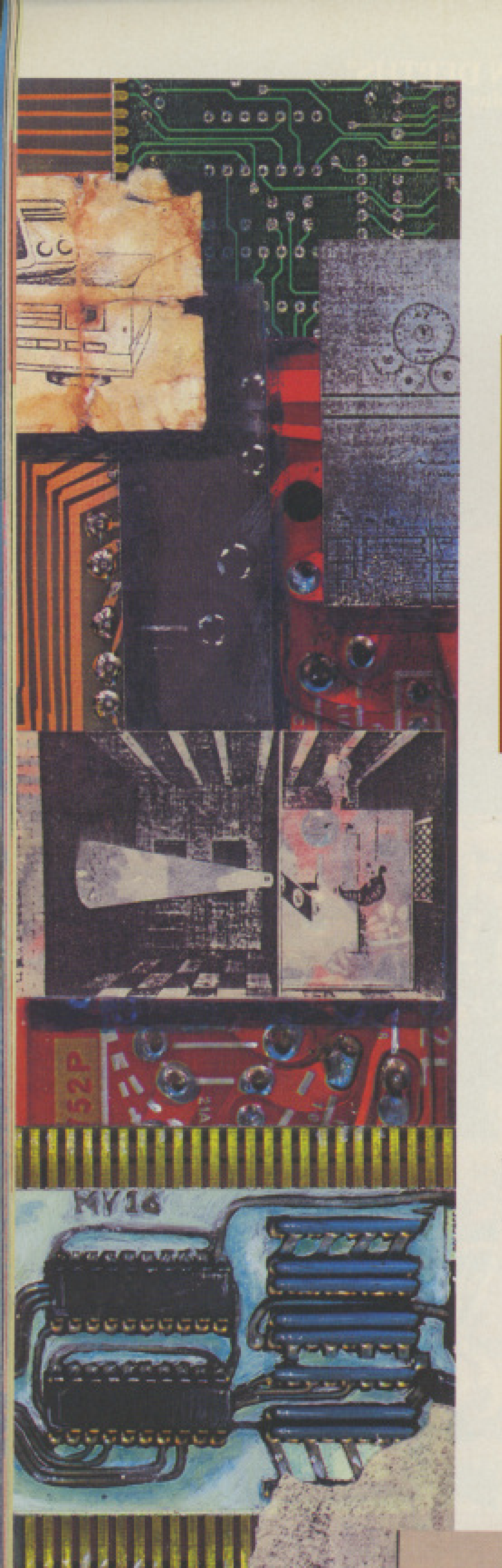
GETTING YOUR BACK-UP

To avoid corrupting your disk, you may find it worthwhile to make a back-up. To do this, write-protect the original CU Collection disk and copy the disk's contents to a blank disk.

To do this, load your Workbench disk and wait until the drive light goes out. Now insert the CU Collection disk and click once on the disk icon that appears. This highlights the disk icon, so press the right mousebutton and a series of options will appear at the top of the screen. Move the icon to the 'Workbench' menu, and move the mouse pointer to the 'Duplicate' option.

You will be asked to insert the Workbench disk again, so do this and keep swapping disks as requested. Once complete, a new icon will appear with the words 'Copy Of CU Collection', so once again highlight the disk icon and this time use the 'Rename' command to retitle the disk to simply 'CU Collection' (or the title of the original CU disk).


"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"
"A good arcade adventure is a joy to play...and there's no shortage of gameplay here. If exploring and shooting's your thing, then there's enough here to keep you happy 'til the cows come home"
THE ONE
ELF.
The strangest things happen in fairy tales - but nothing so strange as the experiences you will encounter on your travels as Cornelius the Elf. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of gooks and goblins. Even the castle guards, low-life beings with the IQ of a cold-steel rivet, are on a get-smart campaign. They may seem a little backward to start with, but these rivet-headed, bover-bullies will soon become cantakerous, tricky-dickies if you let them. Many wierd, villainous creatures and devious puzzles test your game-play technique and your gnostic powers. You can even control some of the background game features, allowing you to get to where you *think* you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...
YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET
MANCHESTER M2 5NS
TEL: 061 832 6633
FAX: 061 834 0650
ocean
ATARI ST & CBM AMIGA



blast off

What delights will the second generation of CDTV software bring? Rik Haynes explores some of the options...

Our first few months in the happy land of multimedia have been busy ones. Commodore is confident that CDTV is making history on the streets. No surprises here. But there are black clouds waiting to darken our bliss

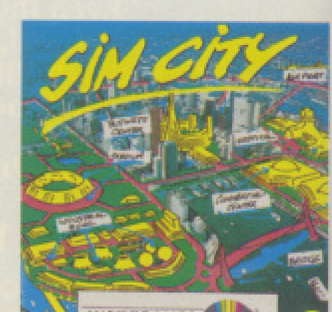
If you thought consumers were confused about buzz words such as 'edutainment', 'intertainment' and 'neomedia', just try talking to a few of the software developers who are supposed to be supplying this new age of interactive education and entertainment.

The stumbling block is a simple one. Creating a half-decent multimedia title with oodles of lush visions and noises costs in the region of £200,000 per project. The only way to recoup this huge investment is by releasing the same project on a variety of platforms. Sounds reasonable, until the dreadful truth dawns on you. CDTV is the only 'media miracle machine' actually available at your local dealer. Thus, many people still aren't willing to commit themselves to costly software development which break the boundaries.

Meanwhile, the companies willing to take a chance are readying the next phase in CDTV seduction. Some of the larger companies and a few mavericks are redefining the way we'll look at software in terms of both content and general asethetics. What will Santa be leaving in your stocking this Christmas, then?

It may be something of an overused cliché, but it's the software that counts over any fancy box of electronics. The development community is only just beginning to understand multimedia and the first wave of CDTV software reflects this initial bewilderment. These people have learnt from their mistakes first time round and are experimenting with new concepts.

The more general applications such as encyclopaedias will start employing partial screen motion video software technology called CDXL capable of generating 1/3-screen images at about 12 frames







WHAT IS IT GOOD FOR? Ouch, the CDTV vs CDi war – subtitled two rival machines in a small market with big potential – is getting very nasty indeed. The current corporate conflict is over Photo CD, a new way to store your camera snapshots on compact disc and make photographic developers heaps of lovely cash. Amongst claims, counterclaims and hurriedly prepared press releases it emerges that Philips, Kodak and Commodore aren't quite sure what sort of equipment you have to be packing if you want to read a Photo CD. Philips Interactive Media Systems has announced your multimedia machine must conform to CD-ROM/XA or CDi standards. And guess what? The current version of CDTV does neither. According to Philips, the only products developed that have Photo CD compatibility just happen to be the Philips CDi players due to be introduced in Japan and the USA later this year. Not so, say the Commodore people. They reckon Kodak needs Photo CD to work on the maximum number of CD-ROM platforms possible and CDTV should obviously be top of the list as this is the only system on sale today. These feuding firms have until October to stop their squabbling and get it sorted. That's when Kodak will finalise the Photo CD standard and start furnishing high-street photo finishers with the necessary hardware to turn your holiday pics into digital data.

per second. Whereas *Sherlock Holmes, Consulting Detective* (ICOM Simulations) uses Video-mation, a custom digitisation process that allows video to be displayed at 15 frames per second. This murder mystery title based around Sir Arthur Conan Doyle's famous sleuth was produced in the same manner as a short feature film. A script writer was contracted to compose dialogue, 25 actors were cast for 50 speaking parts, more than 70 period costumes were designed and 25 Victorian-era sets built. ICOM programmers then digitised the video and blended them with computer-generated graphics and hand-drawn illustrations. The dialogue audio was also digitised and synchronised with the video scenes. 'With our technology, the player can take on the role in a movie and interact with real people,' claims creative director Ken Tarolla.

In addition to big-profile projects from ICOM Simulations and Psygnosis, there are many enhanced games on the horizon. The emphasis is on user-friendliness and harnessing the better features found on the CDTV – high-quality sound, expansive storage space and a guarantee of one megabyte of RAM to play with.

Software like *SimCity* (Maxis/Infogrames) is really showing the way. The new version of this award-winning town planning game incorporates a complete set of scenarios from around the world, 25 minutes of music, and supports five European languages. Future CD-ROM games from Maxis will also include Hypertext-style windows filled with facts and trivia. Bet you can't wait for *SimAnt!*

Commodore claims there is a mad rush to get more titles released, but no-one is willing to divulge sensitive facts about the second generation of product. 'Although there's plenty of good stuff under development, we can't talk about specific titles until the publishers themselves are prepared to announce what they're doing,' confirms a Commodore spokesman.

We'll be taking a close look at the good, bad and ugly sides of the current crop of CDTV software next month. Until then, enjoy yourself and always look both ways when crossing the road.

SINK THIS PUTT! **Armchair golfers beware! The CDTV adaption of *Jack Nicklaus' Golf* promises a 'virtual duplicate' of the Muirfield Village Golf Club in North America. Accolade unleashed a group of photographs onto the famous 18-hole course in order to capture over 8,000 digitised images. 'Photographs were taken from all angles,' describes producer Chris Bankston, 'We tried to take into account that the ball can land or roll anywhere. People should actually feel like they're playing golf with Jack Nicklaus.'**

SING FOR YOUR SUPPER **It had to happen sooner or later. The Japanese singing craze is now available on a selection of Karaoke discs which threaten to make full use of the Compact Disc plus Graphics (CD+G) capabilities of your CDTV. Without effecting the digital sound quality, these CD+G titles allow the lyrics of a song to be displayed on the screen while the musical accompaniment plays merrily in the background. Are you ready to murder your favourite tune with a unique interpretation? Nat King Cole will probably turn in his grave when you plug the microphone into your hi-fi and start warbling Some Enchanted Evening to your hearts content. This, unfortunately, is just the beginning. Arbiter is planning to release roughly 40 disks costing just under £40 a piece. These discs each hold around 18 tracks. A quick scan of the catalogue produces such gems as Incense & Peppermints, Those Lazy Hazy Crazy Days of Summer and Your Good Girls Gonna Go Bad, along with more mainstream Karaoke hits as Frosty The Snowman, Never Gonna Give You Up, Please Mr Postman, and, of course, Fame!**



BACKCHAT

LETTER OF THE MONTH

AVE!

I read your review of *Cohort* with considerable interest as I have thought seriously about whether to choose it over EA'S *Centurion*. My interest stems from my career as an archaeologist, working on Roman sites and artifacts for the past twenty years or so (amongst many others) – so it's a bit of a busman's holiday, but fun anyway!

I thought your readers might also like to know something about the packaging of *Cohort* which has a splendid illustration of a Roman Centurion on the front cover. The person shown is in fact Mr Chris Haines who belongs to 'The Ermine Street Guard'. The Guard have been researching the Roman Army for many years and are widely held to be the leading exponents on military tactics.

Anon, Hitchin, Herts.

***Centurion* and *Cohort* are very different games dealing with aspects of the empire in different ways. Overall, though, we think *Centurion* has the edge through presentation and ease of use.**

14 AND OUT

Congratulations on the great new look magazine. It's really good to see you concentrating on the serious side of computing rather than just the games (though please don't go totally technical and concentrate solely on the technical stuff – I still love games!). In addition, even though I only need a fairly low standard wordprocesser, I still want to get the work up to a reasonable standard can you recommend a good one for beginners?

Disk 14 was great but how the hell do you play *Gravity*? I can see it's something special, but you haven't even printed a key list or anything. If you could just print a playthrough guide I'd be grateful as you did call it a thinking man's shoot 'em up.

David Walker, Norwich.

It's a little dear, but The Works! is a good WP package. The playing guide was a little incomplete for which we apologise. The original manual was rather lengthy so we had to edit it down. Unfortunately, we went too far and confused a lot of readers. Look out for a full playing guide next issue.

ALREADY THERE

First of all, could you tell me what CU stands for? I think it's cool the way your mag is getting involved in the technical side of things and I loved the 24-page supplement. However, could you start reviewing PD utilities because it's almost impossible to figure out which ones are the best just from the name alone?

Niall Murphy, Dublin.

CU has been published for over five years now, and we recently passed our hundredth issue and are currently selling more than 100,000 copies a month. The name actually stands for Commodore User which we were called when we covered the Vic 20 and the C64. Nowadays, the logo is more of an icon than anything else. As for PD utility reviews, Dan and Mat bring you two pages of 'em each month.

ONE FROM OZ

Games in Australia cost $60 a time which is fairly exorbitant and therefore I rely on your magazine to provide reliable reviews on EVERY game, from the best to the worst. I've noticed that you don't do this and concentrate on a certain number each month. Is this because games companies sometimes refuse to have their games reviewed or is it for space reasons? If a company refuses to hand out review copies then obviously the game is poor and we should be told about them.

Mathew Kay, Australia.

Yes, sometimes companies do refuse to send out games to us before they appear in the shops. From our experience, this usually means the game's a bit of a turkey and the company's trying to sting the punter before the word gets out. There's also only so many games we can realistically review each month – otherwise we'd have to increase the length of the working day! As a rule of thumb, only buy those games you see reviewed in CU – we only accept the best and so should you. If it isn't here, it isn't worth the money.

YOU WOT?

Could you please help me? I have a C64 and would like to upgrade it to an Amiga. What add-ons do I need to transform my machine into an Amiga?

B. Hayes, Chester.

Hahahahahahahahahahaha hahahahah - 'nuff said?

A SCOTSMAN WRITES...

My name is Jim Bisset. My family are very poor so I have not got a computer like everyone else. Because you are very rich can you please give me an Amiga 500 and a telly? Please say yes. If you say no,

TECHY LETTER-WRITERS WANTED!

So far, this column has been used mainly for sounding off about the state of the games industry, but we want to hear what you think of the hardware available. Not techy questions, though, they're strictly for Q&A, but if you have any gripes, whines or even praises, then drop us a line at the usual Backchat address.

please tell me. If you give it to me, can I have some games as well?

Jim Bisset, Perth.

We usually ignore letters like this one, but Jim's story really touched us and we had a bit of a whip round. Because we are paid such a lot of money for playing games all day, we managed to raise more than £3,000 with which we've bought you an Amiga 1500, a colour monitor, a modem, and a colour printer. We've also raided our massive library of games and selected the best 100 games ever published. All these goodies will shortly be on there way to you.

PS. Only kidding, Jim.

SEEDY-TV

I get your fabulous magazine every month and of late you have had many exciting articles on the much awaited CDTV. I am very tempted to buy one of these machines. However, I am unsure about a few points and was hoping you could put me straight. Could you please tell me if all disks are compatible with the CDTV and the soon to be released CD-ROM add on? Will the CD-ROM add on be useable with 1/2 meg or what is the minimum memory required? As the CDTV does not come with a keyboard, what is going to happen to games that require typing? I occasionally do a bit of programming and as there is no keyboard, I am wondering how much this will affect me. And last of all, I would like to compliment you on the new look CU Amiga. Keep up the good work.

D. Livingstone, Glasgow.

For more information read on...

THE TOP FIVE

This month's reader's list is from Kevin Weatherspoon, who hails from Bude.

1. **Lemmings**
2. **SWIV**
3. **Gods**
4. **Robocop II**
5. **Midnight Resistance**

ST-EMULATION

No 'ST' Emulator for the Amiga, huh? Try disk 506 from CLS, PO Box 7, Bletchley, Milton Keynes, MK2 3YL. Tel: 0908 640763. You are correct (as far as I know!) in stating that there's no software for an ST to emulate an Amiga – after all, you can't put a quart into a half-pint pot!

D. G. Griffith, London

AMIGA VS CD-TV

Having bought a CDTV, I read with great interest the article on it in the July issue. I hope this becomes a regular feature. Here are my comments for anyone interested. The quality of the graphics are absolutely outstanding if the CDTV is connected to a TV via the aerial socket. With a disk drive connected and the CDTV booted from a floppy, the graphics are what you'd expect from the aerial socket. The sound of a standard music CD through a good stereo system is also superb - Commodore are using the latest CD system. I have even unearthed some CD & G CD's:

The Groovies - Flaming Groovies

Fleetwood Mac - Behind the Mask

Bonnie Raitt - Green Light (this is an import and not marked as a CD & G).

You may come across a CD by Anita Baker, called Rapture, marked as CD & G. It is NOT.

I connected the CDTV to my Amiga using a null-modem cable. *Populous* worked, but *Battlechess* wouldn't because I couldn't enter the password codes as the system doesn't have a keyboard. Loading from floppy, *RVF Honda* would not load, nor *Chuck Rock*. *SWIV* did and it's just about playable with the remote controller. Of the six titles I have got, the packaging could be improved. Can I appeal to the software houses to put the disks in a caddy and then pack it in a box with decent instructions? It's only because I've already bought the floppy versions that I know how to play it. I don't regret buying it at all, but we need a mouse, joystick and keyboard urgently before we can use the CDTV properly - AND a decent manual covering the computer side of it.

Also, if you get the chance to see the demo of *Planetside* which is on the *Lemmings* disk, I advise you to study it. Look at the heat from the engines, the reflections on the nose cone, the smoothness of the animation. If this is what is coming on the CDTV, then I just can't wait. You won't get this on the A500. However, *Planetside* won't load in if a floppy disk drive is connected. With CDs there is no worry about having to make back ups, no swapping of disks, no worry about the data corrupting over a length of time. CD's can be damaged, though, despite what people may say. The main problem is scratching it, so be careful.

I. McMahon, Co. Antrim

EGO BOOST

As a relatively new reader of CU Amiga and someone who doesn't put pen to paper very often, I've just had to go out of my way to write and say how brilliant your mag is. The presentation and contents are excellent, no punches are pulled in the games and hardware reviews, and credit is given where it is deserved. In this world of pre-release hype, your reviews can save us a fortune. The magazine is crammed full of interesting tackle. For my money, best of all are the tutorials; the inspiration from these could spur us on to bigger things!

K. Rosenthal, Lancs.

WRITE ON

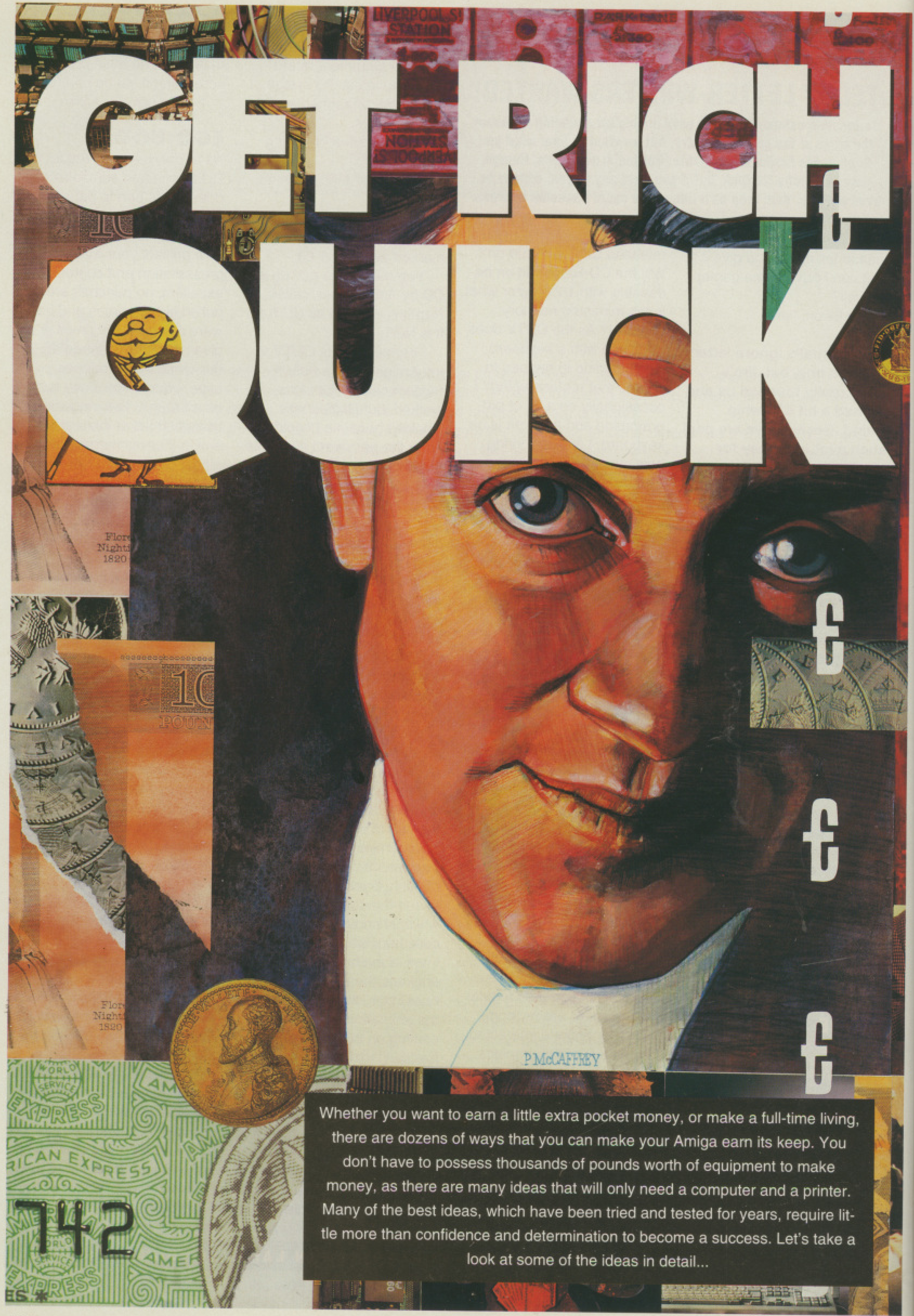
I think your mag has become the best on the market since you changed it. The disks are also superb. All you need now is a hot poster every month. I recently heard that Cinemaware (the best game creators ever created) have gone bust. Is this just a rumour or have they really disappeared? Could you tell me what has happened to the group and if their games will ever be brought onto the market. Could you also tell me why Blackadder has not been licensed yet? Also will the Sony invention of writable CDs have any affect on CDTV?

S. Stretton, Holland

The CD-TV isn't capable of writing to Sony's optical disks. Even though Sony's disk have been available for military and industrial use for three years now, there is no sign of it becoming a commercial computer product. As for Blackadder, we'll have to wait and see. Check Buzz for more info on Cinemaware.

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

GET RICH QUICK



Whether you want to earn a little extra pocket money, or make a full-time living, there are dozens of ways that you can make your Amiga earn its keep. You don't have to possess thousands of pounds worth of equipment to make money, as there are many ideas that will only need a computer and a printer. Many of the best ideas, which have been tried and tested for years, require little more than confidence and determination to become a success. Let's take a look at some of the ideas in detail...



Your Amiga is a potential goldmine, offering an almost infinite variety of different ways to make money. Mat Broomfield reveals a few ways of boosting your income.

TYPING SERVICES

This is probably the simplest and best proved of the ideas. There are already hundreds of people out there making a very successful living from this service. All you need is a computer, a word processing package and a printer. Obviously, the most important part of this service is the quality of the printed output, so the better the printer, the better the service you can offer. There are thousands of small businesses all over the country who are in need of people to produce professional-looking letters, etc. For the most part, all you will need to do is type and print their letters (perhaps on their own headed paper). It will take you a while to customise your page layouts to their specific requirements, but once that's done you'll find that future work becomes much faster. A telephone is a definite asset as it allows your clients to contact you at short notice. You may find, however, that clients prefer to meet you on a particular day of each week or month to give you the work.

CURRICULUM VITAE

HINTS When canvassing for business, you will find it useful to prepare a portfolio of different styles of letter. An invoicing letter, a general purpose letter of introduction, an advertising letter, and product information letters are all frequently used. Try laying them out in different ways, on varying sizes of paper. Invoicing letters don't require such high quality paper or print quality as a letter of introduction, for example. The idea is to demonstrate that you are aware of the many requirements your clients may have, and are capable of fulfilling those requirements. When trying to find potential clients, business parks and government subsidised units offer you the most likely source of clients. To find out if there are any in your area, phone the local jobcentre or Enterprise Allowance Schemes. You will find that every area has these.

REQUIREMENTS Computer, Printer, Word Processor, Stationery, Telephone (optional).

DESK TOP PUBLISHING SERVICES

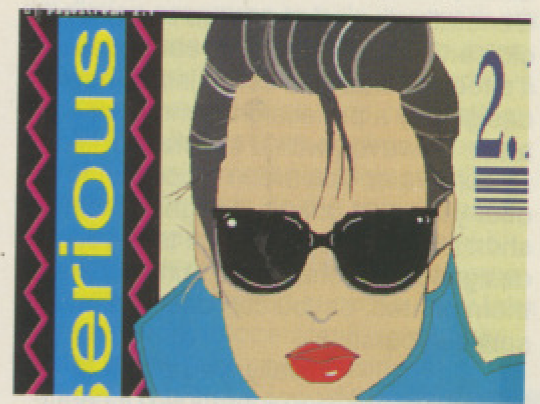
Whilst many companies may have typewriters and computers, relatively few of them will own Desk Top Publishing (DTP) software. Traditionally, all work of that nature would be contracted out to a professional bureau, but there's no reason why you couldn't approach these companies and offer your own rival service. Using a package such as *Professional Page 2* or *Pagesetter 2*, you could quite easily produce pages that are suitable for internal newsletters, etc. If you have access to a professional bureau, then the sky's the limit because these places can take your Amiga disks and produce magazine-quality output. So why should a company want to use a DTP service in the first place, when they can type stuff for free? If you want to make people read lots of boring-looking text, you have to make it look interesting. A DTP package can make it really sparkle, adding a touch of glamour to every document. As with most ideas described here, the first thing you ought to do is produce some samples. You can either try to get hold of a variety of documents from different companies to make your samples sound authentic, or you can make up your own documents from scratch.

Whichever method you choose, unless you are already experienced at preparing page layouts, it's a good idea to take a careful look at the pages of any publications that particularly appeal to you. How many columns do they use per page? How wide are the margins? How wide are the spaces between columns? And how much white space is there on each page? How do they incorporate graphics into their images? What sort of font styles do they use for headings and body text? As you can see, there are a lot of questions to be answered. Most of the problems will be fairly easy to solve, but the hardest thing to produce is a page which is aesthetically pleasing to everybody. Practice using different layouts and fonts styles. The type of letters that you use for titles can totally change the impact of a page.

When you actually manage to get some work from a client, how are you going to print the pages? If they want ten copies of a two-page document you could probably do it on your own printer, but what if they want a hundred copies of a ten page document, or a thousand? It would take you forever to print them. So you have to allow for duplication



Set up a database, a bureau, or try the pools





costs at a local printers when giving your quotations. As you have not had to pay for layout costs, there is still a small margin for you to make a profit, especially on multi-page documents. Another thing for you to consider, is whether or not you are going to be able to include graphics in your documents. Simple things like graphs and charts can probably be drawn by hand, but photographs will ➤

GET RICH QUICK

need to be scanned. Colour photographs are probably going to cost you too much to include, even assuming you have a colour printer capable of reproducing them.

HINTS When you have created a reasonable selection of samples, phone a couple of local printers and ask how much they charge for page layouts in various quantities. This will give you a good idea of what price your potential clients are paying already. Until you've established a reputation, you will want to make your prices substantially lower than the figure that they are already paying.

REQUIREMENTS Computer, Printer, DTP package, Art Package (optional) Scanner (optional).

CERTIFICATES FOR SCHOOLS AND CLUBS

Schools and local clubs often have regular events at which awards are given. Generally, they give out the same tired old certificates year after year because it's too expensive to commission new designs by a professional printer or artist. However, with a simple tool like *Deluxe Paint*, you are in a position to offer your own unique designs at fairly short notice. They can then take your designs to a professional printer to have them printed, or you can offer a printing service yourself.

Initially, you ought to design a portfolio of certificates, some



with graphics, some without. Include a selection that feature genuine or fictitious logos and crests at the top of them. Certificates that you may like to consider are First Place, Certificate of Promotion, Cup Winners, Best Student, Congratulations and Certificate of Competence. You may also like to include a few humorous ones, Worst-Dressed Teacher, Most Eccentric Employee, and so on.

You'll find that you get far more detail if you work in hi-res with *DPaint*, but once your selection of samples is prepared, you will have to make sure that people know about your service. If you go to your local library, they should have a list of all clubs, schools and churches in the area. Sports clubs are always a good starting point, but you could offer your service to any type of club. How about a Best Achiever award for women's groups, or a Biggest Antlers award for the Freemasons?!

Once you have a list of potential customers, you will have to decide how to approach them. Do you want to send them a portfolio of your work, or would a personal visit work better? If you're going to send them a portfolio of your work, it will have to immediately grab their attention, and therefore quality should be very high. You'll also have to take into account postage and stationery costs. However, if you work by post you can cover a much wider area than if you visit each client on foot or by car. If you visit the potential clients personally, though, you will have a far better opportunity to explain exactly what the service is that you're offering, and you may be able to strike up a rapport with them that will get you business where a postal advert for your work might not have achieved.

HINTS A sample will have much more impact if it already includes a logo or herald belonging to the company you're canvassing for work. If you feel that the potential rewards are worth it, you might like to get a copy of your intended customer's design in advance. Headed notepaper is a good place to find this, so, if all else fails, you can always drop them a line. Awards and certificates don't have to be printed on top-quality card, and most decent stationers should be able to sell you good quality heavy weight textured paper by the pound. This has the advantage that you can buy it in a variety of colours, and you only need to spend a little money each time you buy supplies. If you want to set up a while-you-wait service, or do not have the artistic skills or patience to design your own awards, *Award Maker* is an excellent package made by Baudville and available for £39.95 from HBM (0753 68600). This package offers you over two hundred ready-made awards and certificates, complete with a selection of typefaces and room to insert your own text.

REQUIREMENTS Computer, Printer, Art Package (optional), Award Maker (optional), Stationery.

SCANNING AND DIGITISING SERVICE

There are thousands of people out there who need items scanned or digitised. Some of them are trying to put together magazines, newsletters, reports, etc. Others simply need real objects converted into a computerised format that they can edit. Whatever their requirements, if you are lucky enough to own either a scanner or digitiser, you could be in business.

The first thing that you'll need to do is target your audience. If you're offering a basic digitising service for home users, you'll probably want to keep your prices fairly low, but rely on mass orders to make your money. If you are offering a professional service to local businesses (perhaps as part of a DTP service), you









Digitsing services are needed by thousands

can probably charge more.

HINTS If you have access to a colour printer, such as the Xerox 4020, you may like to consider offering a digitising, printing, and picture-framing service. There are many people who would love a permanent record of their work, and pictures mounted on card and framed can cost less than £3.00 to produce.

REQUIREMENTS Computer Scanner or Digitiser, Printer (optional)

HERALDRY AND GENEALOGY

One of the most fundamental human interests is a desire to find out where we came from. Most people know their family history as far back as their grandparents, and maybe a couple of generations beyond that, but very few people know about the origins of their family. Yet again, it is a service that people are willing to pay for. If you enjoy reading, and don't mind doing some hefty research and typing, this could be the ideal business for you. Most libraries will contain books on the origins of both first names and surnames. If you are determined, you will also be able to find books that show family crests, and describe the heraldry of a given family name.



To start your business, you could place a small advert in the local paper offering to send people a history of their family name, and a description of the meaning of the first names of three members of the household. First names are very easy to research because prospective parents often want to research the names of their children before choosing them, and there are lots of books available. Surnames are a little more tricky, but most libraries will order books for you by subject heading. Just ask for anything about the origins and meanings of surnames. Books on heraldry are rarer still, but can be ordered.

Rather than create a massive database of names right at the beginning, you only need to add names as people actually ask for details on a specific one. You might like to use a word processor that allows you to include graphics. At the top of the page you could print the family crest or herald (if there is one). Below that you can describe the meaning and history of the name, perhaps including a section on the original pronunciation if known. On a separate page you can print whatever you know about people's first names. If you use good quality paper, you could also offer a service whereby you provide framed family crests, etc.

HINTS A hand scanner or digitiser will save you hours of work drawing family crests. A two-minute scan will provide a quick grey scale image that you can then colour by hand using your favourite art package.

REQUIREMENTS Computer, Printer, Art Package, Scanner (optional), research material.

PROGRAMMING SERVICE

You may think that your programming skills leave a lot to be desired, but there are hundreds of applications for programmers who only have a rudimentary knowledge of programming. A massive number of applications simply require programs that handle numbers or strings, and which have no graphical elements at all. Programs to work out statistics are a classic example. When national elections are shown on TV, their computer constantly has available a ready stream of statistics. Most of these statistics are gained by using simple maths (addition, division, etc) but on a very large scale. Many newspaper astrologers use computers to assist them in their work. Some use custom-made programs to help them make their predictions, whilst others simply keep their forecasts on computer. Think about the requirements your local businessmen may have. Perhaps a local shop needs to keep accurate records of what products are selling, or a video shop needs some sort of control program to keep track of what films are being rented? You may find that your limited skills can provide them with exactly the sort of program that they're looking for. Perhaps you can come to some sort of arrangement whereby you provide them with the hardware to go with the program. Once you start selling complete systems, your profit margins can get even higher.

Set yourself up as a fortune teller. . . .





HINTS If you sell a program to anyone, try to include a maintenance contract in the arrangement. This means that you charge an additional fee in return for limited upgrades and changes for the period of the contract. If you manage to sell a complete system, complete with computers etc, arrange the deal so that you are being paid a procurement fee for finding the equipment, rather than them buying the equipment from you. This means that the original retailer retains responsibility for repairs etc.

REQUIREMENTS A computer, a programming language, imagination.

IF ALL ELSE FAILS

If having looked at all of these money-making ideas, you still can't seem to get started, there's one option that has been used to make money legally for thousands of years... Gambling! On the Amiga, there are now numerous pools prediction programs to help you work out the best crosses to put on your coupons. They all work by analysing past performance between teams, and calculating the *likely* results of any confrontation. Horse Racing programs such as CDS' *Turform* attempt to do the same. There have been many claims about the success of such programs, but whilst some have achieved limited success, they take so much work to operate, it's probably easier to start your own business!

These are just a few of the numerous ideas for turning your hobby into a profitable full or part-time occupation. There are absolutely dozens of equally viable ideas just waiting for you to try them. No matter what skills or interests you have, there is a way to make money from them somehow. Do you like stamp collecting? You could always offer people a disk-based database of British or foreign stamps and their values. If you're an electronics expert, why not create little electronics projects and write short leaflets describing them for other buffs. Someone out there is sure to be interested.

The important thing to remember is that virtually nothing comes handed to you on a plate. It's likely to take a lot of hard work before you are successful, but don't be discouraged by people who say 'You can't do that'. Provided it's legal and you have the determination, you CAN do that... if you really want to!

CREATE YOUR OWN LOGOS

logos

Whether you call it a brand, a logo, or a trademark, a small graphic symbol is often the main way that people recognise a company's identity. Peter Lee shows you how to create your own. . . .

Whatever their size, logos and trademarks are big business – for the people who design them and the organisations which use them. It's not what the symbols or name-styles actually show that matters, it's what they represent, and the fact that you can instantly associate them with a particular company. McDonalds, Coke, Shell, Apple Computers are just a few of the companies whose logos give them an instantly recognisable identity anywhere in the world. You too could earn some cash - and produce artwork on your Amiga which someone could pay you for.

Logos can really be anything - from complex graphics to simple text in a particular style, and luckily the Amiga can handle both. But if you think your 9-pin printer's output is shabby, or the pictures you've taken from the actual screen are out of focus, don't give up hope. If the idea is sound, use it as a springboard – the potential is in your skill and the Amiga's capabilities.





Above: Incorporating digitised images can enhance your message. The text is filled using DPaint's spread fill option.
Above right: Carved stone, or is it? Using smoothed greys for the texture and adding highlights to the text gives this image a near photo quality.



Think about the sort of person who might be interested in your work. Take a look around your town, at the kind of businesses there are. Concentrate on the smaller operations, or possibly newer arrivals, ie ones with a reputation to build, competition to pummel and no chance yet to choose a trade design from the local printer's 19th century manual of quirky wood cuts.



When appraoching businesses, don't harp-on about how great your computer is and how it will work to promote a business. Leave that until after you have some concrete work to show off. Then you can start negotiating. Of course, you could try the 'foot in door' approach if you feel confident, but people will take you far more seriously if you flatter their egos by doing something beforehand. Be like the sea-front photographer; he snaps anything that moves, and makes a living out of the holidaymakers who later see the picture in a booth and buy it.

Having selected a potential client, the hard work begins – creating something eye-catching, and useful. It has to be used on things like displays, letterheads, business cards and so on; it has to be

DISK FEATURE

ON THE DISK

To help create your own logos, we've added a 48 point stylish poster font to the goodies on this month's cover disk, number sixteen . The font, called Basel, can be used with any art package, but DPaint II users should read the info on the disk to learn how to use it with their version.

Logo ware

unique to his or her shop, and visible in a High Street full of competitors.

The simplest logos to do are manipulations of the shop name. The Amiga can score here because of the vast number of fonts which are available. One idea for a name-style can lead to a dozen or so similar creations, all using different fonts. If you have access to any clip-art (lots of which is available now, for use in DTP applications) then by all means incorporate it together with the text. Or create your own - there are not many clip-art drawings available to specialist stores, for instance.

Whether you intend using an art package such as *Deluxe Paint* or a DTP program, both of which are ideal for our purposes, actual digitised pictures can be brought in and used to good effect. The images have to be relevant, so anyone with access to a video digitiser will be able to select pertinent images. My example logo for Princess Coaches uses a grabbed image, but be warned, you cannot use anyone's face (or property for that matter) for promotional purposes without their consent!

OUTPUT

There are a number of ways of transferring your message across from the Amiga, given that most of your prospective customers won't know an Amiga from a microwave oven. I favour two: the ordinary still picture taken from the monitor display, or in the case of an animated logo, a transfer to videotape. For good results, the inexpensive *MiniGen* is recommended, which worked really well for me until I fried it to death in the serial port (not recommended), and the *SuperGen*, which I use now. The benefit of an actual colour photograph is that copying bureaux now exist which will enlarge a photograph to A3 size in full colour, or even laminate it. These make great and robust store signs if you clinch a deal. Slides are not so successfully enlarged, and in any event are harder to present to prospective clients. But if you do use slides, buy a portable slide viewer. . . .

ON SCREEN TECHNIQUES

People aren't as impressed as they should be by computer images. They see only the best on TV and in magazines each day, and then believe that they must be a piece of cake to do if they are so commonplace. What does seem to go down well are surface textures; if you can create the illusion of a name and logo cast in gold or carved in marble, you are on solid ground. You are selling an illusion, and the more realistic, the better.

STONEWORK: For ordinary granite, a fine-brush mixture of a range of greys can be used. Spray-paint the required area with colour cycling on, and once the area has been covered, select *DPaint's* smoothing option. With the smallest round brush, meld all the colours together, streaking in various directions. You should end up with a blurry mixture of dark and light greys. To make the text or logo appear as if it has been carved from stone, switch to the spare screen (press j on the keyboard), and select the size of font you want (choose anything over 30 points).Type your text in any colour. Flip back to the first screen (press j) and copy the stone image into a brush, leaving the original there. Press j again to return to your text, and call up the stencil option. Make your text colour the only colour NOT protected. When you OK the stencil requester, you will find the stone brush showing through the letters; stamp this down so that all the letters are filled with the stone texture. Free the stencil, pick up the letters as a brush and move back to your original screen.

Your text will now blend into the stonework as it has ➢

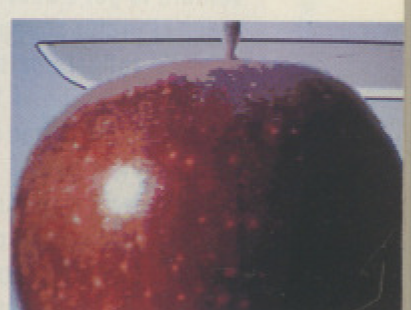
ANIMATIONS

Creating animated logos for transfer to videotape is very rewarding, though much harder to break into. However, anyone who has seen some of the standards set by people who videotape weddings will realise that they could do with some sophisticated Amiga help.

If you do make any samples to send to your chosen targets, be sure to incorporate some wording on the display at all times - something like TEST or SAMPLE so that your work cannot be ripped off and not paid for. If the client likes it, and a deal struck, the wording can simply be left off the finished animation.

Logo ware





LOGOS

exactly the same colour and texture.

To give the impression of a highlight or raised lettering a drop shadow needs to be added. Select black as the background colour, position your text brush and click the right mouse but ton once. Now move the brush and you'll see a shadow underneath. Choose a light grey or white as your background colour and do exactly the same, but move the brush a few pixels to the right, and up. Click the right button, and a highlight has been created.Position the brush so that it has shadows along the lower edge. The effect of a light source will be deeper shadows and different coloured highlights.

GOLD: This is very effective, easy to do. Create a range of 16 colours as your metallic base. Make the first colour light yellow and colour Eight dark brown/gold; now create a spread from the first to eighth colour. Copy the first colour to slot 16, and make a spread from there back to colour eight, the brownish one. You will now have a range of colours which goes from light to dark then back to light again. Using this range to fill text characters will create the illusion that they are gold. Using whites to grey in a similar way is a good way of mimicking silver. To make the effect more realistic, smooth the letters so that the colours blend together.

Backgrounds and borders can also be made to resemble metals.

Top left: A very simple logo, where the setting sun conveys the image of romantic, faraway places.
Mid left: Precious metal with flared stone adding style to simple text.
Top right: Just your basic corporate logo.











A couple of frames from an animated logo in which the name is uncovered by shimmering, moving fairy dust.

SCREEN SHOTTING

Taking pictures from your display screen is not too hard, though you will need to use an SLR camera to get a decent-sized sharp photograph. I prefer snapping away in the dark to avoid reflections on the screen, and at the design stage, I try to get the image away from the edges of the monitor, where the glass is curved. Use a tripod, or rest the camera on a sturdy surface to avoid camera shake, and don't use a fast film/ fast shutter speed combination otherwise you may get scan lines. Take a couple of shots of each screen, moving the aperture up and down a half stop, and hopefully one will be bang on.

FAMOUS LOGOS

Brand names and logos A few household names - and how they came into being.

VELCRO – this clever fastening material was invented in Switzerland by M. de Mestral, who chose the name from the words velours crochet (meaning hooked velvet).

SPAR – this international grocery chain owes its name, and tree symbol, to the fact that Holland was the home of the first group trading association, and the fir tree (adopted as the symbol) is called Spar in Holland (and it didn't hurt that the Dutch word for savings is sparen).

ST. IVEL – the name for cheese products owes its existence to an advertising gimmick. The 'saint' was invented as part of an elaborate story by a West country cheesemaker, about monks in Somerset making fine foods to old recipes.

BIBENDUM – otherwise known as the Michelin Man. This inflated logo came about in the late 1890s after the Michelin brothers (Edouard and Andre) saw a beer advert showing a bloated man raising a glass. The text read 'Nunc est bibendum - Now is the time to drink'. An artist amended the drawing to show the familiar tyre-shaped man we know today, and replaced the beer stein with a tin full of nails and glass.

The words were considered appropriate to the firm's motto 'tyres swallow obstacles'.

LEGO – the firm which makes the famous children's toy got its name from inventor Ole Kirk Christiansen, who turned to making robust toys after being made redundant in the 1930s. The word was created by the joining of the Danish words leg and godt - play well. Lego bricks first got under foot in the 50s.

HMV – His Master's Voice owes its name to a painting, by Francis Barraud, which showed his dog Nipper listening to a gramophone. The Gramophone Company liked it so much, they bought it and adopted it as their trademark.

ADIDAS – the famous sportswear name and logo comes from Germany. The name incorporates the nickname of businessman Adolf Dassler (Adi) and the first part of his surname.

CU AMIGA

ACE

Very famous logos indeed! Improved by several revisions.

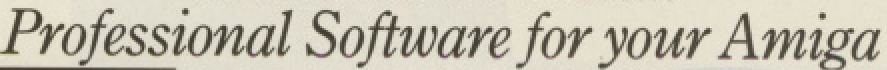




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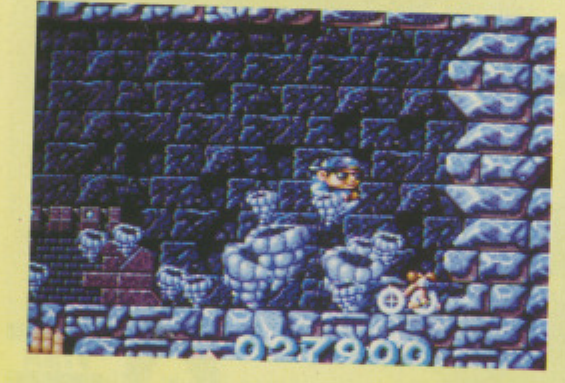
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MAGIC POCKETS



After almost a year in development, *Magic Pockets* is weeks away from completion. Sean Griffiths, the programmer and designer for the game is busy putting the final touches to the masteriece. Such tweakings to take place include speeding up the pace, so that nasties will move much faster, with greater venom and also improving the difficulty of the gameplay. *Magic Pockets* already has extremely good-looking graphics, as one would expect from Mark Coleman, who also designed *Xenon II*. The polishing and refining of ever more intricate backdrops and scenery additions should make this game a perfectionist's dream.

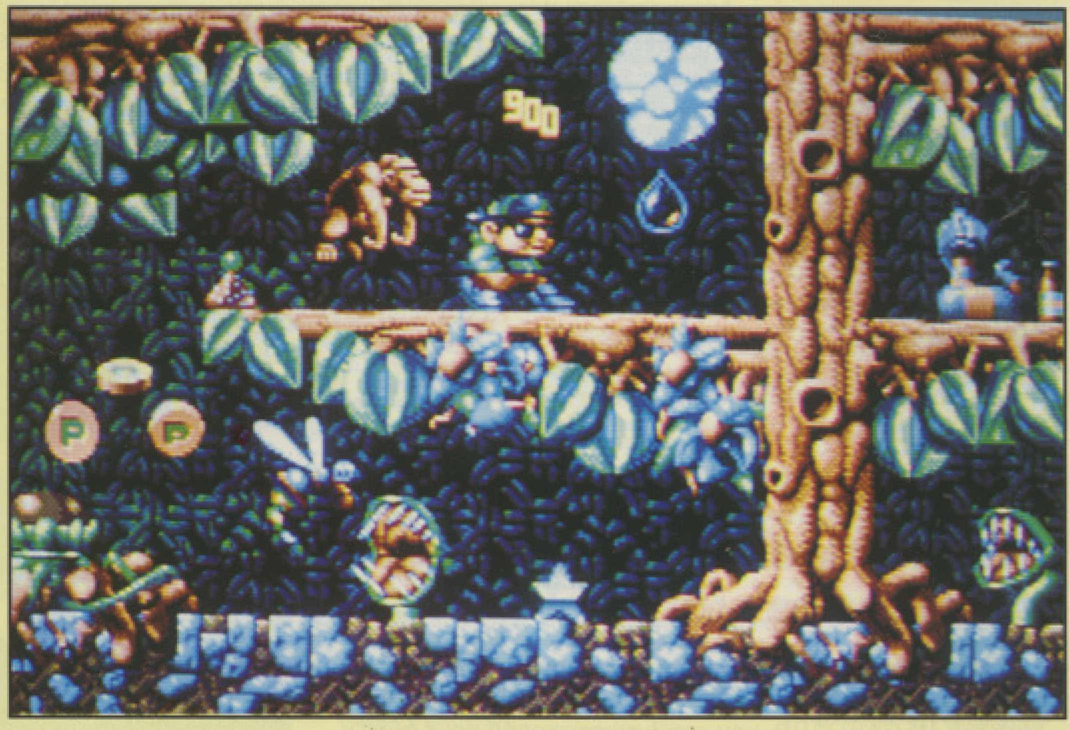
Perhaps one of the greatest attractions the game holds is that the music will feature a remixed version of Betty Boo's Doin' the Do. The 24-track master was obtained from Rhythm King and will be reconstructed by musician Richard Joseph. There will be a different mix for each of the four levels in the game, so plenty of high quality musical entertainment is in store.





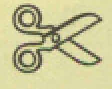


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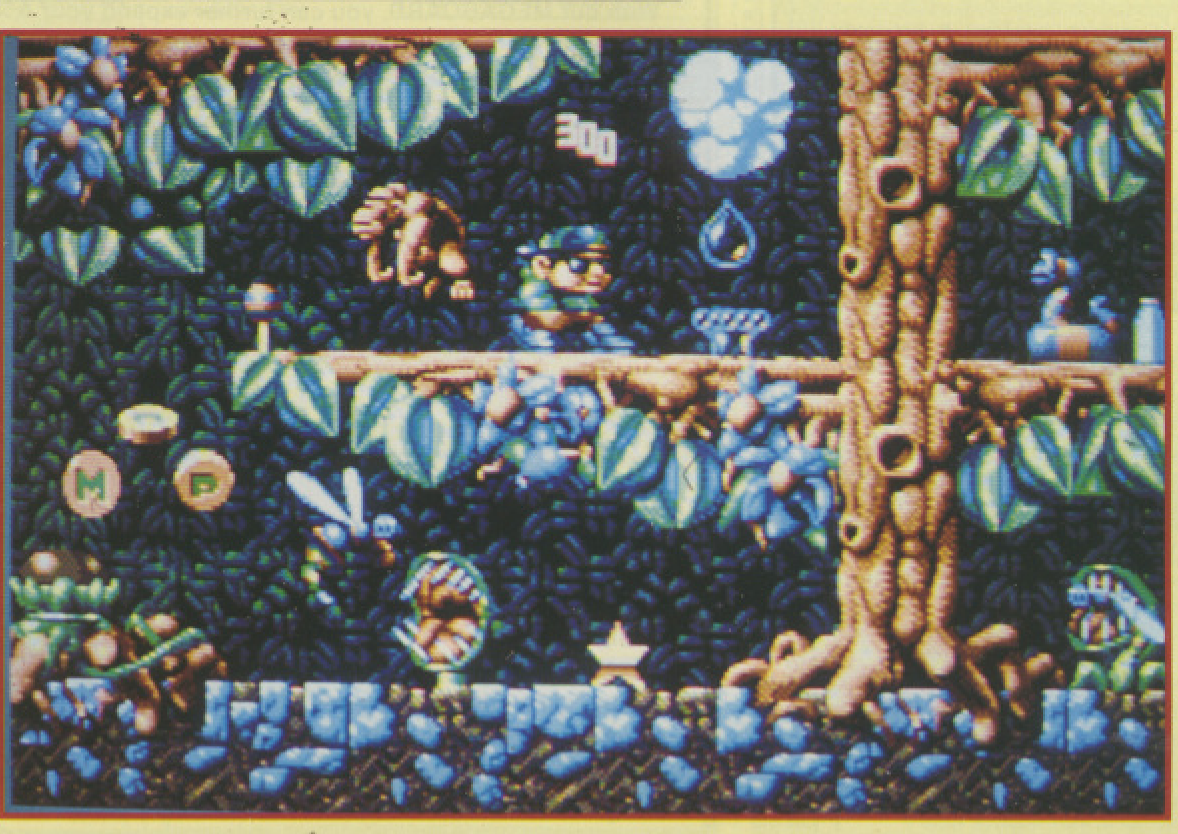


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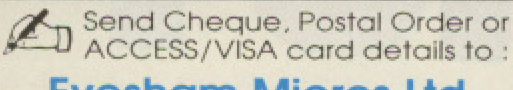
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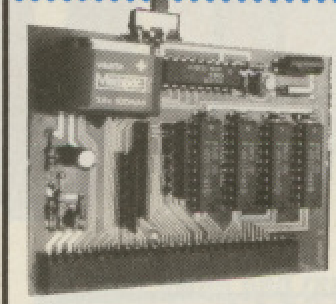
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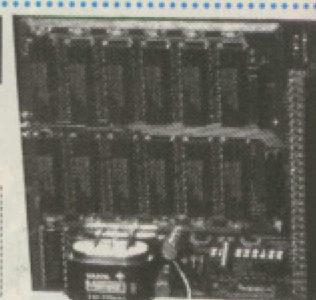
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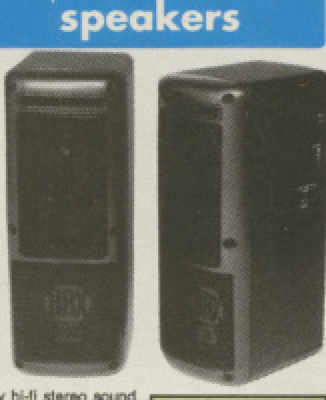
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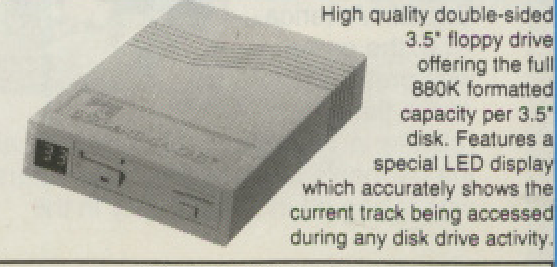
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TURTLES II

They're lean, they're green, and they're back on the screen. Those awesome Turtles are set for another bash at breaking into the world of binary violence, and Steve 'Sewer Far So Good' Merrett was there to watch.

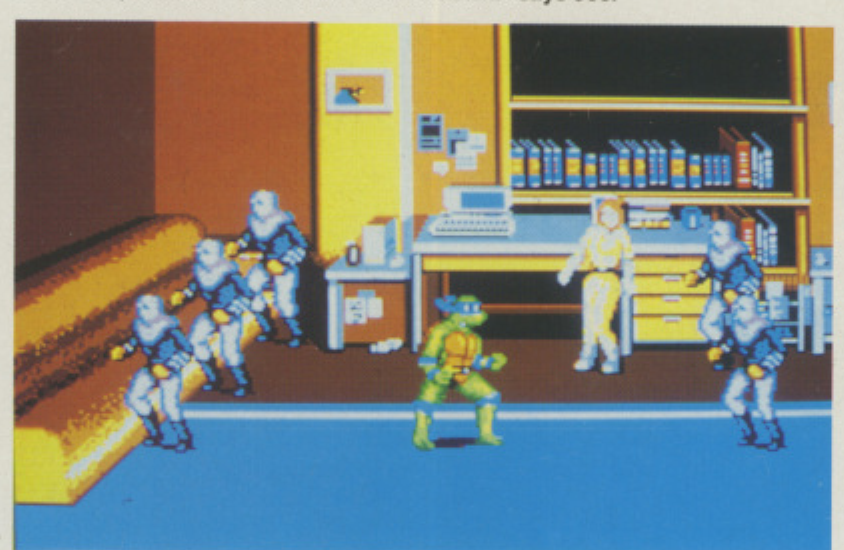
A PIZZA THE ACTION Put quite simply, the Ninja (or Hero) Turtles are big business. With licenced product ranging from figurines, wallpaper, and flasks to boxer shorts (Shredder Shreddies, anyone?), those lean and green amphibians have had their faces plastered nearly everywhere over the last year. Unfortunately, though, their first foray into the world of computer games resulted in the normally invincible heroes befalling the same fate as the likes of Judge Dredd and Captain America – i.e. the game was pretty uncool. At the time of release, a Turtles coin-op, featuring all the cartoon's many oddball characters, was taking off in a major way in the country's arcades, the platform-based Amiga game just couldn't compete – although this didn't stop it becoming the biggest-selling computer game ever.

SHELL SHOCKED However, with the film's sequel in development, Mirrorsoft announced a second Turtles game which, as expected, would be a conversion of the aforementioned Konami coin-op. Veteran development team, Probe, were signed for the conversion, reuiniting a number of the *Viz* team reunited for the coding and graphics honours. With Martin Bysh handling the main bulk of the coding using his PC and Realtime's ever-useful Snasm, the rest of the team is made up of Jeroen Tell and ex-System 3 bod, Hugh Riley, who are handling the sound and graphics respectively. In addition, the project's overall smooth running is being overseen by Joe Bonar. "Martin was chosen for the coding duties after the success of *Viz*", says Joe. "The Turtles coin-op is very reliant on scrolling, and the basic premise isn't that different from *Viz*, leaving Martin with more time to add the coin-op's many neat touches." *Turtles II* has been in development for seven months and has had each of its ten levels recreated by hand. Whereas coin-op manufacturers often aid a conversion's development by supplying details of its sprites and backdrops, Konami were extremely reticent in their help, leaving Joe to play it right through and take shots of every item within the game and recording every effect before handing them to Hugh and Jeroen.

"Actually", Joe continues, "by the time Konami's odds and sods arrived, we already had the graphics pretty much completed!" This threw up another prob-



The amount of baddies has yet to be decided. "We tend to cram in as much as we can, and take them out if it slows down." says Joe.

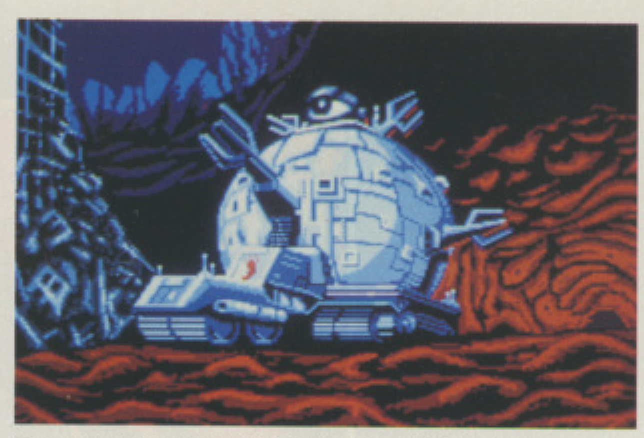


It took Hugh Riley nearly six weeks of solid work to recreate the backdrops by hand.



In the final game, the backdrops will feature animations, such as flowing water in the sewers.

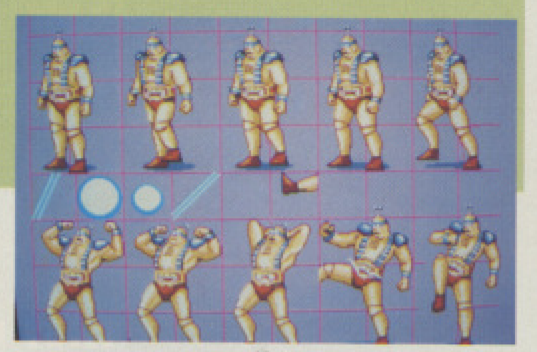




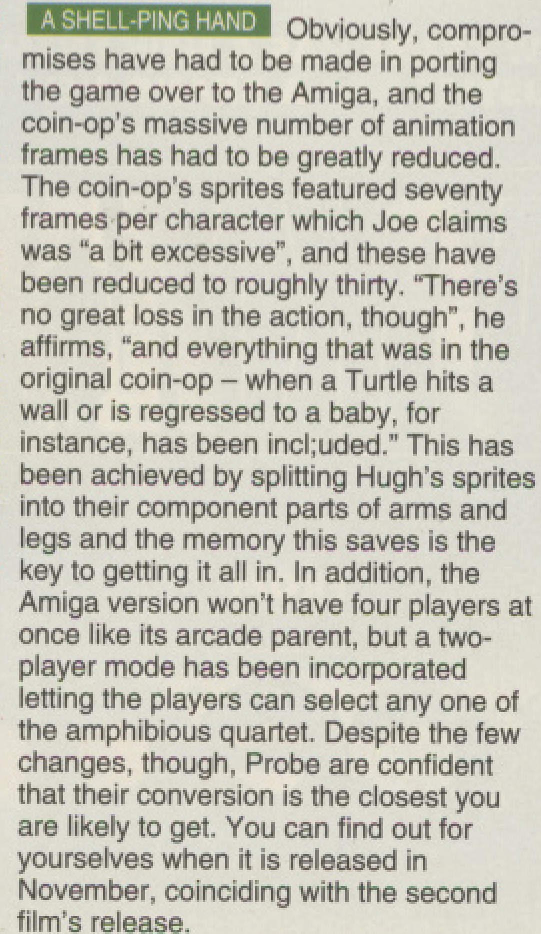
Krang's ship as seen in the between level scenes.

SOUNDING OFF

Turtles II's sound is in the hands of Probe's long-time musician, Jeroen Tell who was originally one of The Maniacs Of Noise team who produced a series of tunes for Hewson. Using a Yamaha SY77, each of the game's tunes and effects have been created from scratch. "It's incredible", says Joe, "he just listens to a tune and can break it down into its sub-parts - all by ear!" In all, 60K has been allocated for the game's music and effects, and each level sports an incredible 70+ sounds, including a few speech samples. Any effect that couldn't be copied, was sampled and ported over to the Amiga using *Noisetracker*, and the result is an exact copy of the game's many effects.

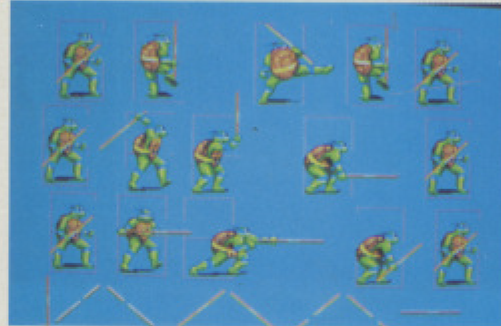


lem, as on seeing the size of the recreated sprites, Martin was in some doubt as to whether he would be able to use them. Luckily, it all went to plan and Hugh's sprites and maps were inserted using a specially-written home-grown map editor. "Hugh's graphics are brilliant", enthuses Joe. "He'll sit at his machine with one of the screenshots and simply select the nearest colour from the Amiga's palette. Once he's selected the colours, he'll put a picture together out of them!" Even so, the process is still a long one, and it took Hugh several weeks to redraw every sprite and animation by hand.



A SHELL-PING HAND Obviously, compromises have had to be made in porting the game over to the Amiga, and the coin-op's massive number of animation frames has had to be greatly reduced. The coin-op's sprites featured seventy frames per character which Joe claims was "a bit excessive", and these have been reduced to roughly thirty. "There's no great loss in the action, though", he affirms, "and everything that was in the original coin-op – when a Turtle hits a wall or is regressed to a baby, for instance, has been incl;uded." This has been achieved by splitting Hugh's sprites into their component parts of arms and legs and the memory this saves is the key to getting it all in. In addition, the Amiga version won't have four players at once like its arcade parent, but a two-player mode has been incorporated letting the players can select any one of the amphibious quartet. Despite the few changes, though, Probe are confident that their conversion is the closest you are likely to get. You can find out for yourselves when it is released in November, coinciding with the second film's release.





The sprites are broken down into their component forms and pieced together when a key sequence is needed. This makes animation considerably easier, and overlaying the assorted limbs and weapons on to a fighting Turtle saves valuable memory.



FRAK!

Wearing his rose-coloured specs, Steve 'Those Were The Days' Merrett takes a look at a surprise update of a very, very old favourite...

No less than nine years ago, when 'attic programmers' were at their height and hundreds of game-producing companies sprung up over night (only to disappear the following week), the oddly-named Orlando M. Pilchard stunned the BBC-owning world with an odd platform affair called *Frak!* Starring a cutesy caveman called Trogg, *Frak!* portrayed the little Neanderthal's exploits as he leapt from screen to screen armed with his trusty yo-yo. The game, duplicated by Orlando from his front room, was probably the best platform game ever to grace Acorn's machine, and is still rated as a classic today. More importantly, it is now set to make its Amiga debut...



A very early screen, with only ten days work on it. The backdrops will eventually use fractal (AKA Frak!-tal) and colour-cycled backdrops. In all, each screen will play host to seventeen hardware sprites, nine more than the Amiga can usually hold.

NEW LEVELS The possibility of a 16-bit *Frak!* had been on the cards for ages, but didn't get any further until an old friend of Pilchard's, Justin Garvonovic, had the same idea. '*Frak!* is a game that nearly everyone remembers,' says Justin. 'The response we've had to what we've done is really positive, and when I put it on people are having fits of nostalgia.' Even more surprising is that the screens displayed here are the result of a mere ten days' worth of work. 'Although we've got the main code running,' states Justin, 'what we've got is simply the BBC level data ported over to the Amiga; the rest is waiting for Nick to start work on the new levels and the level designer.' The work is pretty much geared towards Justin; he is handling the coding duties, whilst Nick is busy drawing out these additional levels. The original version was made up of three worlds, each of which were three screens wide; but for the Amiga version there will be four 'worlds', which in turn are split into five levels of four screens each. 'We quite liked what Paul Shirley did with *Spindizzy Worlds*,' Nick adds, 'and we were keen to have the original BBC Micro levels, AND a whole host of intricate new screens'.



Nick Pelling, creator of *Frak!* and duplicator of hundreds of BBC Micro cassettes and disks when the game took off, and the ex-*Obitus* coder, Justin Garvonovic. 'The name *Frak!* came in one of two ways,' Nick explains. 'First of all, it means 'dinner jacket' in Italian or something. Secondly, a dubious friend of mine went round for days saying nothing but Frik, Frak, Frok. And it kind of stuck.' 'Nuff said.



Frak!'s many adversaries range from white monkeys (based on Nick's sister) to massive Honey Monster-style creatures. And they all return in the revamped game.

ROCK'N'ROLL With work on the level designer underway, the guys are pitching for an October release. 'Funnily enough,' says Nick, 'there isn't that much to do. Putting the levels together is priority, and the Trogg sprite needs to be beefed up a little. But apart from that it's fairly plain sailing.' Interest in the game has already been shown by industry stalwarts Virgin and Audiogenic, and we'll bring you a further update when something concrete is hatched.

***Below*: Trogg's yo-yo has yet to be implemented, but, as in the BBC version, the useful device will be able to kill objects yet to appear on-screen.**



PELLING MISTAKE...

One of the 'old school' of programmers, Orlando – or just plain old Nick Pelling as he is now known – originally wrote games for Acornsoft, including *Zalaga* and *Arcadians*. On to more important matters, though, why the name Orlando? 'Well, I'm not called that any more. Programmers used to get a lot of 'gosh wow' press, and I wanted a little anonymity. This bloke I met knew my surname began with a P, so I told him it stood for Pilchard, and the rest sort of followed on!' Actually, Nick's mates are an odd bunch, and during the development of BBC *Frak!* one even went as far as performing the 'Frak Walk' which involved stooping down low and flicking his legs out occasionally whilst Nick sketched him frame by frame. 'The only problem was that he couldn't get out of the habit and walked like it for weeks,' Nick laughs.

the BLUES BROT



Sweet-home Chicago it may be, but Mark 'Howlin dog' Patterson got lost at the Crossroads and ended up with Entertainment International's very own Blues Brothers

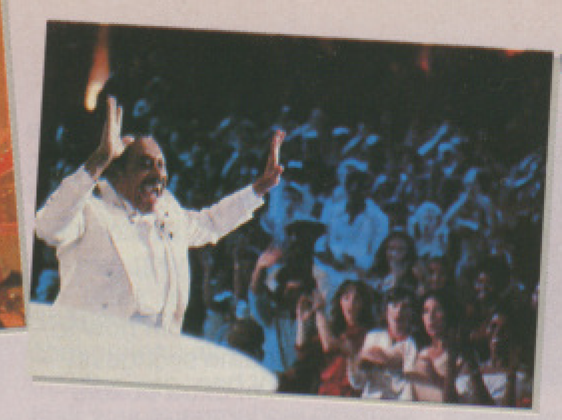
CULT MOVIE There was a lot scepticism as to how a cult movie based on blues rock could possibly be transferred to home computers. The result is a multi-directional-scrolling platform game that features both Jake and Elwood Blues, plenty of records and bad guys, and a fair smattering of Blues Brothers hits.

The movie closed with the Blues Brothers and their band playing out Jail House Rock in the Calumet County Penitentiary. Surprisingly, though, the game isn't tied into the film. Instead it follows the Brothers' attempt to back onto the stage following their release from prison. Unfortunately, not everyone wants to hear them play.

Before they can take the stage for their come-back show they need to collect a number of items from a series of platform-laden and alien-filled screens. Level one is the department store where Jake and Elwood have to 'liberate' some instruments. Hazards here range from manic gardeners armed with rakes to old biddies riding out of control on trolleys. Hardware sprites are used for the main characters as well as all the nasties, and this means that precious chip memory can be dedicated to the game and sound effects without being clogged up with graphic routines.

Other levels include a warehouse, a prison (with slippery toilets), sewers, the city and the concert hall. Each level contains one object essential to completing the game. A Federal Bureau of Rock 'n' Roll Music licence has to be obtained, along with amplifiers and keys. Records are scattered throughout the records, and collecting 100 earns an extra life. There'll also be icons which give a completely random bonus, which could be good or bad. In addition, to protect themselves, the two can pick up boxes and hurl at the bad guys, but carrying these limits the characters jumping ability. The Brothers can also fly in the game by holding on to helium-filled balloons, plus there's a possibility of bee costumes being included which will also allow them to defy gravity. It looks as though this might be inspired by the John Belushi's One Flew Over The Hornet's Nest sketch from Saturday Night Live.

The way Elwood and Jake are to be incorporated is still being debated. There

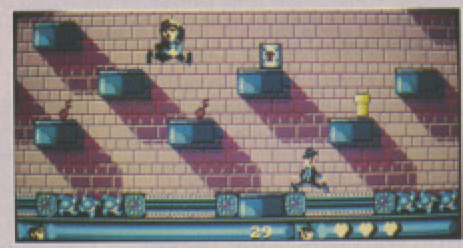


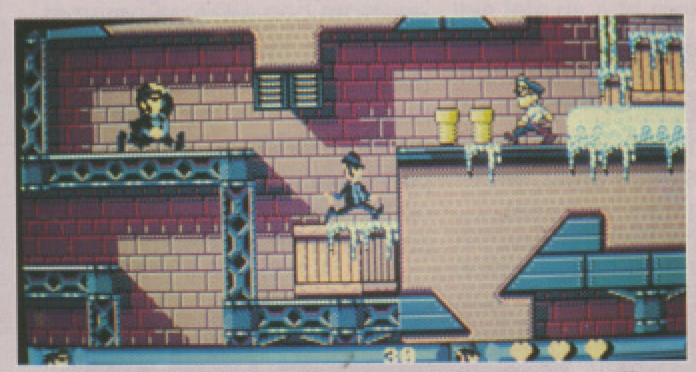


The sprites were drawn using the ever-present *DPaint*, as were the backdrops.

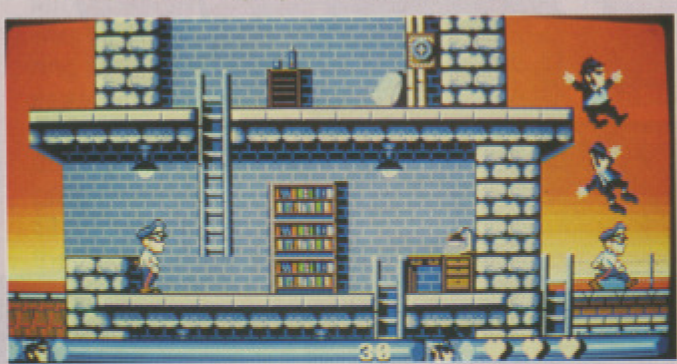
THERS



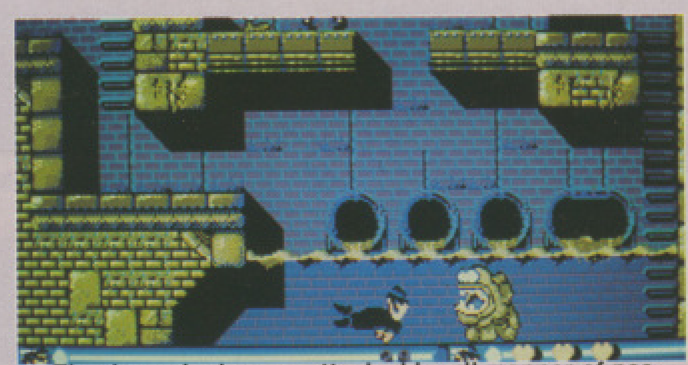




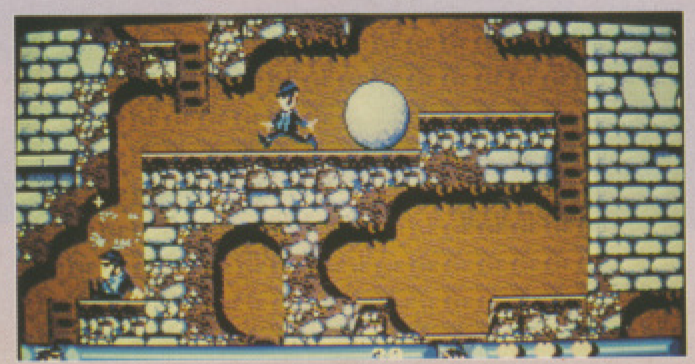
At present, both Brothers are on the screen at all times, but a one-player mode will be added.



Jake and Elwood can withstand small falls, but others kill them instantly.



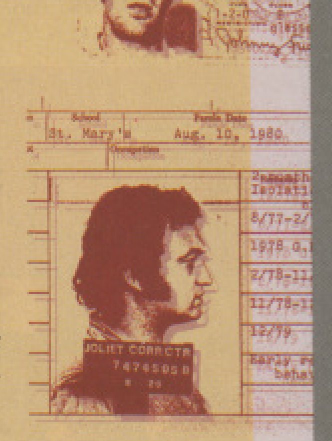
The dynamic duo are attacked by all manner of nasties, including rubber sharks(!) and the Police.



will definitely be a two-player mode, but the game's developers are still not sure whether or not it will be simultaneously onscreen. A machine link-up could also feature, where two Amigas can be connected via an RS232 interface lead so that two people can play simultaneously.

SOUNDS COOL To keep in with the film's 'bluesy' style, a number of their tunes are being included. Depending on the available memory, the tunes will either be reproduced from scratch on a sound package, or incorporate a number of samples for instruments like trumpets and saxophones which are notoriously hard to emulate. The code for *Blues Brothers*, like most games now, was entered on a PC. These fast machines speed up bug hunting and, as the program as to be dumped onto Amiga to run, you don't lose your work should the game crash. So far the game has spent eight months in development, heading on a steady course for their October release date. Will Jake and Elwood beat the rap? Or will they be left singing the blues? Keep your eyes peeled for the up-coming Blues Brothers Rhythm and Blues Review.

BLUE MOVIE



Name: Jake Blues
Real Name: Jacob Papageorge
Date of Birth: 7/24/52
Nationality: Serbo-Croation
First Offence: Armed robbery (although he claimed the attendant pointed the gun at him), which was to raise money to pay for the band's hotel bill.

Name: Elwood Blues
Real Name: Elwood Delaney
Date of Birth: 12/6/53
Nationality: American
First Offence: Stealing a Calumet City Police car

The Blues Brothers were the brain-children of comedians Dan Aykroyd and John Belushi. Their first outing came in the original American version of Saturday Night Live, where they starred alongside other aspiring comics, including Bill Murray and Chevy Chase. This was followed up with a movie written and produced by John Landis, the man behind the National Lampoon movies and the earlier Bill Murray vehicle, Stripes. The movie did well enough at the box office, but since then has gone from strength to strength on video and is without a doubt the CU crew's fave flick. It featured stars like John Lee Hooker, James Brown, Aretha Franklin, Steven Spielburg, Frank Oz, Carrie Fisher and John Candy. It also spawned many classic quotes such as "We're on a mission from God" and "It's 106 miles to Chicago, we've got a full tank of gas, half a pack of cigarettes, it's dark and we're wearing sunglasses." "Let's hit it."

FINAL BLOW

In the red corner, we have the Featherweight Chump of the World, Steve 'Punch Drunk' Merrett, weighing in at an astonishing six stone three. Whilst in the blue corner we have the mean, lean, fighting machine that is Storm's Final Blow. A foregone conclusion?

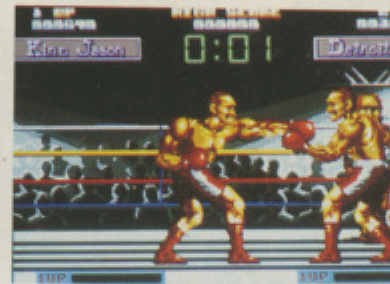


ROUND ONE Although the Amiga is well catered for in the beat 'em up arena, binary pugilism has been sorely forgotten. Whilst countless programming teams beaver away producing stunningly accurate and fast martial arts games, the time-honoured 'Gentleman's Sport' seems to have been KO'd very early on. So why is it that companies shy away from what is surely an extension of the good old beat 'em up idea? Could it be that the many rules and punches that boxing affords wouldn't make a particularly playable game? Even so, huge amounts of memory and technically-advanced dedicated chips have ensured that arcade-going boxing fans are well catered for. For example, *Punch Out* (which utilised special grip controllers, with which the player laid into his on-screen opponent) and, more recently, Jaleco's *Final Blow,* currently in the process of conversion by Storm.

Sporting massive full-screen sprites, *Final Blow* is the nearest an arcade game has come to faithfully recreating the grit and energy of boxing, with a range of easily-accessible moves and punches effected using the tried and tested joystick. 'From the offset we wanted to keep our version as close to the coin-op as possible, yet we also wanted to expand the gameplay as it tended to be a little limited,' says Steve Hooper, the man given the unenviable task of recreating *Final Blow* on the Amiga. 'The original machine features five opponents and isn't especially true to the sport's rules, so we felt obliged to make a few... er.. additions.' So does he think that the limited gameplay aspects are the reason for the lack of computer boxing games? 'Yes, undoubtedly,' he confirms.



Using colour splits, Shaun has made use of the Amiga's entire 32-colour palette on the 128-pixels high boxers and backdrops. There is a possibility that they may be able to increase the number of colours to 40, but this is dependent on time and whether it would slow the action down.



There are seven styles of punches to use, but their effectiveness depends on where they hit home. For instance, certain boxers suffer from glass jaws or lack body defence; winning is a lot easier if the blows are concentrated on these areas.

IN THE RED CORNER The original coin-op's gameplay is a relatively simple affair, with five huge fighters to defeat within the one-round bouts. Although the massive sprites compensated for the fairly repetitive gameplay, for the conversion Steve, assisted by his graphics-supplying partner, Shaun McClure, sat down and worked out how to extend the game's longevity – the addition of extra boxers and a series of options seemed the logical answer. An extra five fighters were added, along with a two-player mode, a tournament and the ability to change the length of the fights and rounds. Likewise, another addition to the Amiga version is a certain strategic element to trading blows, with each fighter having specific skills and weaknesses. The coin-op relied on the player wading in and sapping the opponent's strength with a volley of punches, but the Amiga version's opponents will suffer from glass jaws or will play defensively, and these weaknesses must be exploited. In addition, whereas when a player was KO'd in the coin-op the bout was over, Steve and Shaun have opted for

allowing the player a second chance, albeit with substantially reduced energy, before they stay down.

SECONDS OUT Steve and Shaun started work on the conversion just over four months ago, and their first task was to somehow drag the sprites over from the coin-op to the Amiga where they could be retouched. 'This was a real nightmare,' says Steve. 'When we went to access the sprites on the PC we found they had been broken down into tiny fragments, and it was up to us to put them all together into recognisable fighters. There were over 1500 individually paletted screens in all!' However, with the aid of a previously written map editor, Shaun was able to continue sifting through the required screens and recolour them with *DPaint III*, whilst Steve laboured away on perfecting the game's scrolling. The ring scrolls horizontally during the all-important fight sequences to keep the boxers central. The ring spans two screens and is surrounded by parallax rows of spectators. It wasn't recreating the scrolling that was the problem, however, was the actual ring itself. On searching through the arcade board's graphic data, Shaun found that the ring data was broken up into even smaller bits than usual and would have to be redrawn from scratch. Using film stills and tapes of boxing matches, Shaun put the ring together in a week, with all the original's lighting and crowd faithfully recreated.

Once the ring graphics had been incorporated into Steve's routines, the real hard work began on the boxers and their animation. To make for more fluid animation and realistic moves, both the original coin-op and the conversion's sprites are broken down into their component parts of arms and legs, these are then individually moved around the screen. What this system loses in terms of programming ease, it makes up for in memory, but there have been a few short cuts. 'They are only small things,' claims Shaun. 'For instance, rather than have the game load before each bout, the same boxer's body is used with a different head and with different coloured shorts. Doing this lets us add more frames to each punch, and we've managed to squeeze in the five per punch of the coin-op which we're very pleased with.'

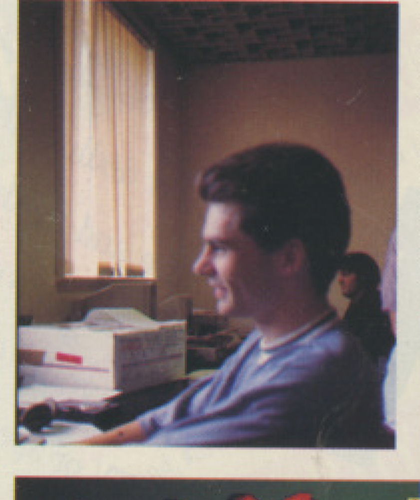
YOU'RE OUT! With 200K set aside for sampled effects and music, Steve and Shaun are on schedule to complete the game for its September release. Using his trusty PC and running Realtime's *Snasm* system to convert the data to its host machine, Steve is currently smoothing out the some of the game's tricky animation details, ensuring that the players don't 'skate' across the ring and that each of the seven punches is working correctly. No mean feat when you consider that each separate part of the fighter's body has to be moved individually. In the meantime, Shaun is busy trying to find a model for the Bimbette who walks across the ring between rounds, and is just putting the finishing touches to the ref who hovers in the background. In addition the game has to undergo rigorous playtesting to iron-out any remaining bugs or details the team aren't pleased with. As soon as these are worked out and implemented, we'll be bringing you a full review of Storm's title contender.



Before teaming up with Steve for *Final Blow*, Shaun McClure was the graphic artist for such illuminating titles as *Count Duckula*, *Postman Pat II*, and *Sooty*. Now armed with *DPaint III*, he is currently putting together the few remaining sprites from the original coin-op.



Each fighter has an energy bar which is suitably affected by each punch that hits home. The team are currently tinkering with the idea of letting energy replenish if injury is avoided for a while, but time restrictions may squeeze this idea out.



***Final Blow* was Steve Hooper's first 16-bit project and although he says there haven't been that many major problems, he admits that keeping the game fast and well animated was a problem. Small additions, such as the gum shield and flying sweat took up far more time than he had originally envisaged.**



When the sprite segments were 'sucked' from the coin-op, it was up to Shaun to recolour and group them. With over 1500 sheets of sprites and odds and ends to sift through, the task took nearly three months of the game's development time.

THE ROCKY ROAD TO SUCCESS

Boxing is big box office and no one is more certain of this than old Rocky Balboa himself, Sylvester Stallone. Stallone, who wrote and directed the original Rocky film has gone on to rake in millions from the exploits of the punch-drunk Italian Stallion. With each film, the diminutive fighter comes up against bigger odds and opponents only to win through in the expected cliff-hanger. However, not all boxing films are as predictable. Robert De Niro's classic, Raging Bull, depicts a young fighter within the circuit in a far better manner than the Rocky series, and even the Mickey Rourke vehicle, Home Boy, was relatively enjoyable – which recently prompted ex-pro Rourke to re-enter the ring in real life. Other 'stars' to enter the seedy world of pro fighting have been Stacey Keach (Fat City), Humphrey Bogart (The Harder They Fall – his last movie appearance), Errol Flynn (Gentleman Jim), and Paul Newman (Somebody Up There).

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The guys at Electronic Zoo tell us that their Workbench Management System is so good that they feel everybody should buy it (surprise surprise)! Mind you, these guys are prepared to put their money where their mouth is, 'cause they're offering ten skillful readers the opportunity to win a copy absolutely free! The first three prize winners will also be receiving a half megabyte memory expansion to enable them to use their computers even more fully.

To win this fantastically useful prize, all you have to do is answer the true or false questions below correctly and jot them on a postcard, or the back of a sealed envelope. If yours is one of the first ten correct entries pulled from the hat, you'll be awarded your prize at an all-star gala performance beside your letterbox. Anyway, here are the questions:

1. A Filofax is a type of fax machine - True/False?
2. The boss of Electronic Zoo used to be a Yak farmer - T/F?
3. W.M.S will cost you about the same as a decent game - T/F?
4. CLI stands for 'Cobras Like Insects' - T/F?

Send your entries to:

WMS COMPETITION, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date for entries is 26th September.



WIN A ROBOSHIFT

In a virtually unequally fit of generosity (probably brought about by all the warm weather!), the chaps at Josty have decided to offer thirty of their *Roboshift* mouse selector gadgets. These super pieces of hardware allow you to plug both mouse and joystick into the same port then automatically detect which is currently in use. All you have to do to win one of these handy hardware helpers, is answer these three easy questions and complete the tiebreaker in no more than twelve words.

QUESTIONS

1. What was the name of the first ever Mickey Mouse Cartoon?
a. Skeleton Dance
b. Steamboat Willie
c. The Mouseketeer

2. Which of the following is not a mouse producer?
a. Naksha
b. Contriver
c. Konix

3. What is Robocop made of?
a. Tungsten
b. Kevlar
c. Teflon

TIEBREAKER – If I had a robot I'd want it to... (In twelve words or less)

Send your answers to - *ROBOSHIFT COMPETITION, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, by 26th September 1991.*



SUMM

It's holiday time and the masses are heading for the arcades.... John Cook puts his best trigger-finger forward and picks the vids that are worthy of your pieces of silver this Summer

If the first half of the year is anything to go by, 1991 might turn out to be a vintage year for the arcade business. On the one hand, you've got PCB technology turning out classics like *Street Fighter II* from Capcom, and halfway decent licences such as *The Simpsons*. Also, on the hi-tech front, there are whizz-bang advances like Sega's *R360* (that'll literally turn you upside down!), *Time Traveller* which uses pseudo-holograms, and the *Virtuality*, Virtual Reality system that opens up a whole new experience in gaming for the punter. Actually, that lot makes the 1990 crop of coin-ops look positively dated.

STREET FIGHTER II
CAPCOM

This one is the hardened arcade fanatics' favourite this year, following on from the phenomenal success of the original *Street Fighter*. With even larger sprites and smarter graphics than its predecessor, *Street Fighter II*'s gameplay is identical to that of the first – ie smash the living daylights out of your opponents – but this time there is a joystick and six firebuttons to contend with, rather than the original's punch pads.

In all, there are eight characters for the player to control, ranging from a Green Beast to an Oriental Babe, and the range of moves changes slightly in accordance to their skills. The bad news is that *Street Fighter II* is a real money-grabber which will take a lot of dosh to become proficient at. The good news, though, is that you'll have fun practising.

SIMPSONS
KONAMI

Recognise him? He's one of the characters in the Konami licenced game of the popular cartoon series, *The Simpsons*. Faithful to the original source material, although at times it bears a disturbing similarity to the Konami *Turtles* game, there's enough neat touches in *The Simpsons* to make it a real hoot. For one to four players, the only problem is that you can't all be Bart.

GOLFING GREATS
KONAMI

If sport is your bag, and the football season doesn't start until late August, why not settle for a round of golf instead? There's a good selection of golf games to choose from, but the discerning game player will make straight for *Golfing Greats*, from Konami.

Konami have some excellent sprite manipulation technology but have been slow in coming forward with great games to exploit it. But where *Overdrive* – a middling driving game failed – *Greats* succeeds, with a neat control



Indiana Jones-style rollercoaster antics in the *Line Of Fire*-inspired *Rail Chase.*



Once again, beat 'em up fans are well catered for with Konami's *Vendetta*, which is one of the better *Double Dragon* clones.



One of *Street Fighter II*'s opponents, which range from Green Hornet lookalikes to deadly dames.



(Left) More on and offroad antics in the addictive *Indy Heat* which, incidentally, is shortly to be converted by Storm.

system and great TV camera-like pans across the course when you take your shot. So you won't come off the machine with an adrenaline high, but it requires a sure touch and some intense concentration.

INDY HEAT
LEYLAND CORP

In the tradition of *Super Sprint*, *Indy Heat* breathes even more life into the old genre. A follow up to the brilliant *Super Offroad Racer*, *Indy Heat* offers more power-ups and larger tracks. However, beneath all these additions, the gameplay is every bit as addictive as that of *Offroad*, and, consequently, I can see this receiving a lot of dosh.

VENDETTA
KONAMI

Another fighting game, but still it's playable. *Vendetta* may not have the large sprites of *Street Fighter II*, but with a four-player scenario, a few friends can get into it all at the same time. There are some great moves, gameplay, sound effects and animations, which deliver everything you could want from something like this. You play the good guys, the Cobras, whose resident girlie has been kidnapped by the baddie Dead-End Gang. All you have to do is wade through the minions, do in the end-of-level bosses and repeat the process until the end of the game.

On the other hand, Sega has just released *D.D.Crew*, which has a remarkably similar format, with marginally different graphics and maybe mildly big- ➤





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GAMES

78. The Holy Grail, a very good adventure
363. The Golden Fleece a text adventure (*)
418. Frantic Freddie the PD game, good fun
441. All new Psuedo Cop game, a Shoot em up
458. Castle of Doom, adventure with graphics
477. Return to earth, space combat/adventure
460.. Flaschbier, a boulderdash PD game
551. Cluedo and Monopoly, 2 great games
552. Eat Mine, has 80 screens to play at
553. Retaliator and Pacman, 2 great games
555. Drip, a painter type of game, great fun
558. Murder, an adventure playable preview
559. Back to the Future, playable preview
562. Spaceblitz, 4 good games to play
644. Horror Zombies, a playable game preview
665. Killing Game Show, playable preview
668. Cybercon III, playable game demo
672. James Pond and Paradroid playable demos
699. Yelp, a Painter type game, multi-levels
900. Blizzard, fast scrolling shoot 'em up
1014. Chinese checkers, similar to solitaire

SLIDESHOWS

781. Wendy and Lisa, pictures of the pop duo
779. Twin Peaks, pictures from the TV show
758. Yabba Dabba Doo, great cartoon pictures
667. Future Visions, more fantasy pictures
480. Saucy postcards, naughty but nice
474. Madonna Slideshow, lots of pictures
472. Viz slideshow as seen in Amiga Format
112. Space Bubbles, terrific fantasy pics
739. Slideshow Spectacular, superb hi-res.
904. Countach fantasy slideshow 1
905. Countach fantasy slideshow 2
991. Belinda Carlisle slideshow, great pics

UTILITIES

992. MED V3.10, supercedes MED V3.0 (*)
1026. MED V3.11 we bring it to you first (*)
813. Startrekker V1.2 Soundtracker clone
793. Red Sector demo maker V1.0 great! (*)
735. Flexi Base, a more friendly data base
843. Iconmania, a disk full of Icon utils.
640. Mobed V1.0, a movable object editor
623. C-Light, ray tracing program very good
613. Soundtracker Professional (Protracker)
993. Master Virus Killer V2.1, terrific!!
877. NORTH C V1.3 a 2 disk set £1.98
898. Audio Magic V1.1 full of utilities

DEMOS

617. The Byte Busters Mega demo, good
807. Evil Dead demo, for all you Sycho's (*)
759. Amos Creator II demo, official release
751. Colour Cycling, superb effects get it!
750. Budbrain II a new disk from Budbrain
656. Pussy Inership, good graphics and game
655. Unreal game demo, to show off your Amiga
654. Olympia, parallax scrolling at its best
598. Fractal animation, super mandelbrots (*)
597. Cool Fridge, superb Plasma effects here
547. Materialized, cryptoburners superb demo
539. Chromium, a great new demo by Scoopex
516. Purple, very large vector routines
321. Fractal Flight animation, unusual demo
287. Golam Gates Mega demo II, worth getting.
132. Dragons demo 1, has lovely raster effects
174. Ian & Micks mega demo, 9 parts to this
982. Total Rebate, from the Steve Wright show
983. Total Retrial, from the Steve Wright show
984. Total Restyle, from the Steve Wright show
985. Total Respray, from the Steve Wright show
986. Total Recount, from the Steve Wright show

MUSIC

796. Crusaders does Genesis, superb (*)
794. In a Silent Way, don't miss this disk!
980. Jarre Live, eleven good tracks of music
770. Arcane Music, 11 tracks for you to play
767. The 900/Oxygen remix, collect it now (*)
978. Give Me What I Want, Sam Fox sample
723. Sounds of DOB II, 17 tracks of music (*)
970. If only I could, Sidney Youngblood sample
718. Revolutions by Jean Michelle Jarre
848. A kind of magic, by Queen. Sampled (*)
716. Bomb the Base, 8 fab tracks to listen to
703. 808 remixes from the Beatmaster who else?

MUSIC

The following are £1.98 each 2 disk sets.

2. I should be so Lucky by Kylie, 5 samples
856. The power of love, by Huey Lewis, sample
301. Darkstar's music 9, 14 great tunes
417. Electric Youth by Debbie Gibson, great!
420. Lumberjack song from Monty Python
478. Made In Heaven by Kylie, a full 6 mins!
525. Flash by Queen, a great two disk set
968. Followin you, by Madonna great song
581. D-Mob music 4, 2 disks of good music

ANIMATIONS

43. Puggs in Space, a cute and funny demo
863. Iraq demo, rather comical animation
313. Revenge Horror Show, for psycho's only
394. Stamp Collector, an old but good demo
444. Fillet The Fish, similar to Puggs demo
631. Steves animations 1, has 8 cute anims.
632. Steves animations 2, has 6 cute anims.
789. Steves animations 3, has 6 cute anims.
790. Steves animations 4, has 5 cute anims.
791. Steves animations 5, has 6 cute anims.

The following animations all require 1 meg.

805. Franklin the Fly, hilarious and funny
763. Basketball player, superb ray tracing
866. Ami versus the Walker as reviewd
913. Mars, smooth space fighter animation
917. Juggette anim, and Juggette the revenge
633. Batman the movie, funny and amusing
625. Juggler II, the Juggler meets a lady
582. Stealthy II Manoevres, great cartoon
291. The Lotus Car chase from Agatron
865. Coyote Strikes back, poor Roadrunner
101. The very famous "Gymnast" demo
79. Education of Cool Cougar, very funny.

The demos below consist of 2 DISKS so each demo costs £1.98.. please remember

929. Maximum Overdrive, lots here & good
45. Kefrens mega demo 8, one of the best
66. Predators, great game to play as well
926. Mr Food, hilarious sample of record
199. Red Sectors, a must for demo collectors
201. RAF another of the classic demos
365. Budbrain, over 18 yrs for this, sorry
537. Monty Python's Secret Policemans Ball
614. Monty Python's Nudge Nudge, more humour
594. Hit the Road by Flash, multi part demo.

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LPD6	Pukadu & Sprites	LPD16	Reversi II (*)
LPD7	4 Way Link (*)	LPD17	Dog fight II (*)
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SUMMER FUN

ger sprites. You pay your money and takes your choice, but my vote goes to *Vendetta*.

RAIL CHASE
SEGA

Sega's newest is a real technical marvel, with a whole screenful of sprites moving at once. The scam is based on a sort of Indiana Jones-style adventure, the player searching for Inca gold and landing up on a mining truck, whooshing through the tunnels that make up the baddies' HQ. Hotly pursued by the ever-present nasties on a rollercoaster, you must avoid their many attacks.

Viewed in first-person perspective, the player is armed with a gun (standard BR issue) with which you have to shoot down the enemies that appear on the sides of the track. *Rail Chase* is basically *Line Of Fire* with a season ticket, but it's faster, much more fun and benefits from the addition of a popular Sega wobbly seat device.

STRIKEFORCE
MIDWAY

Have you ever played *Defender*? This is the game that is probably the all-time best Video game ever, but the original machines are a bit thin on the ground now. Midway has produce a 1990's version, *Strikeforce*, full of hoopy graphics, and very loud sound. The only trouble is that all these new additions have somehow spoiled the game, so I can't really recommend it.

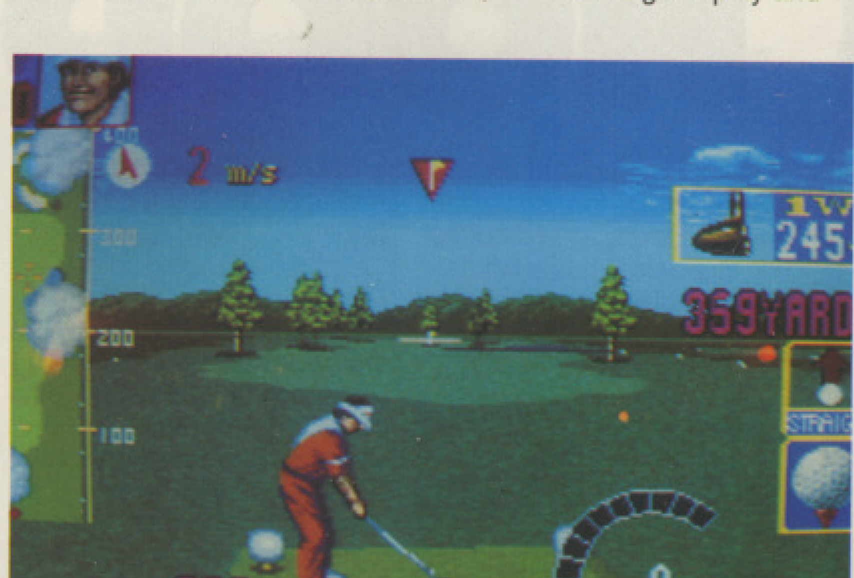
RIBBIT
SEGA

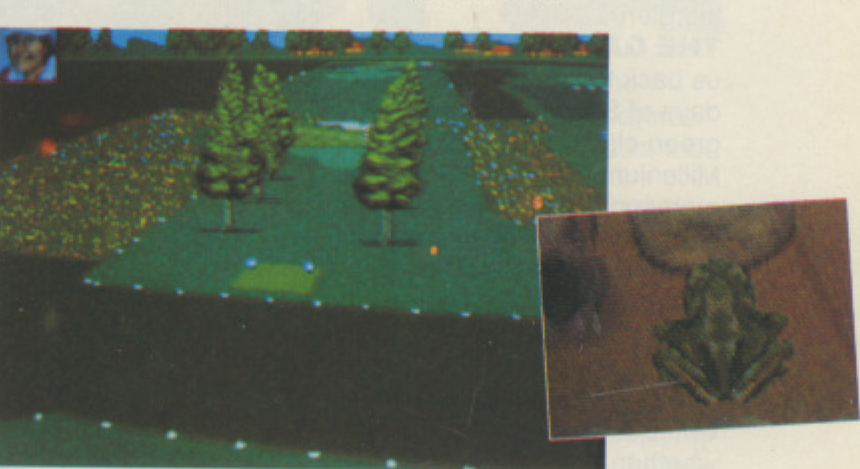
Frogger is back! Well, sort of, but this time around, it's got brilliant graphics, slightly more varied gameplay and obscure Japanese proverbs between levels. Oh, it's also been renamed as *Ribbit*. You still control your Froggie as it looks for things to eat, whilst avoiding deadly nasties. Fail to do this latter action, and you'll croak it.

TIME TRAVELLER
SEGA

Sega's new "hologram" technology has hit the streets and turned out to be a minor disappointment in some ways, although the end result is still worth several goes for the average arcade freak. The bad news, though, is that the image projected into space is not truly holographic – it's a projection of a flat screen into space, using some clever mirror technology.

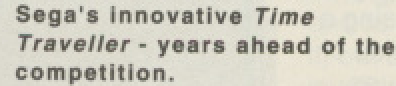
But still, what you get is a neat *Dragon's Lair* style of game, which uses images of real people performing in front of you – it's incredible to watch. Give it a go.





Golf has undergone the coin-op treatment, and Konami's Golfing Great is easily the best.





Sega's innovative *Time Traveller* - years ahead of the competition.



For those of you who prefer something a little bit more cerebral than the usual array of shoot 'em ups and coin-op conversion the future is looking very bright.



ROBIN HOOD

Millenium go riding through the glen...

THE GAMEPLAY: Taking us back to the leg-slapping days of Sherwood Forest's green-clad do-gooder, Millenium have squeezed the man and the myth into a massive isometric *Populous*esque strategy affair. Assuming the role of Robin, the player is set the unenviable task of locating and recruiting Little John and eventually usurping the evil Sheriff. All these actions, whether they be raiding, firing arrows or simple planning actions, are effected using a series of icons at the side of the screen. In addition, as your strength and legend grows, you will able to tap the magical Herne The Hunter's powers and blast people with fireballs and other accoutrements.







PLUS POINTS: *Robin*'s scenario allows for a massive and involving game which draws from all of the character's mythology. The inclusion of Herne and his powers is a stroke of genius, and the on-screen action, too, doesn't let the side down, as each of the tiny characters has a whole host of individual animations to enhance the realism.

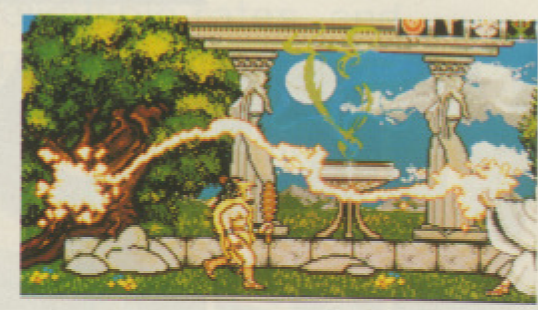
BEHIND THE SCENES: Originally, *Robin* was going to be a Wild West-based *Populous* beater, but the lack of scenarios eventually saw the cactus plains evolve into Sherwood forest and the cast of Indians and rootin' tootin' Cowboys into the Sheriff of Nottingham and Robin's Merry Men. Work is being written predominantly for the PC, with the Amiga version some three months behind it. However, Millenium are confident that it will be with us some time in October.

FIRST IMPRESSIONS: From what we have seen, *Robin Hood* is going to be quite something. Graphically, the game is nothing short of brilliant, and the control system used (a very basic point 'n' click system) is a doddle to pick up, yet very comprehensive. Humour is very apparent, too, with a variety of speech bubbles used to relay vital info and corny jokes. Definitely one to watch, wethinks.

ADVENTURE RPG ADVENTURE

SON OF ZEUS

It's all Greek to Electronic Zoo.
GAMEPLAY: Set within the mythical era of the Greek gods, *Son Of Zeus*'s scenario tells of a tragedy that has befallen the many deities that inhabit Mount Olympus. An evil being has ensnared the gods within their mountain dwelling, and smashed the one artefact that could save them into a dozen pieces. These pieces have also been scattered throughout the known kingdom, and it is up to Zeus's mortal son, Herakles, to retrieve the pieces. This task will take the brave hero through a massive scrolling 3D play area, which plays host to all manner of Gorgons, Hydras and other mythical beings in order to retrieve the shattered relic. The play area is shown in a similar manner to that of *Corporation*, but all the important battle sequences are shown from a side-on point of view. However, whilst this makes the game sound like a complex RPG, Electronic Zoo have kept the puzzle element to a minimum to ease the player into the adventure.
PLUS POINTS: *Son Of Zeus*'s play area is a well detailed and atmospheric land, made up of caves, shores, and dense forest. Within these graphically attractive plains are hidden a wide range of objects and creatures, all of which are well drawn and animated. In addition, the tasks are wide and varied - without being unnecessarily complex - and this makes a welcome change from the usual 'heavy' games of this ilk.
BEHIND THE SCENES: Aeon are a new company and, with the exception of a London Underground Simulator(!), this is their first foray into the world of Amiga gaming. Work has been underway for five months now, with the duo halving the many chores between them. With the main bulk of the game up and running, refinements are now being made in certain areas, such as losing some of the sillier nasties and smoothing off a few corners.
FIRST IMPRESSIONS: A cross between *Dungeon Master* and *Corporation*, *Son Of Zeus* looks as if it is going to be the perfect entry to the RPG/adventure genre thanks to its simple gameplay.
However, whilst every effort has been made to make the game easy to get into, the game task is large enough to sustain continual playing.





UTOPIA



Gremlin don't want to set the World on fire...
THE GAMEPLAY: A cross between *Populous* and *Sim City*, *Utopia* involves the running and expanding of a moon colony. As with most games of this ilk, the game is pretty open-ended, although the ultimate ambition is to make your colony run smoothly and eventually get the quality of life up to 90%. Using an isometric perspective, the play area can be explored via a series of directional icons and the many buildings and utilities are built and effected using another series of icons. Among the buildings that can be built to make the standard of life bearable are factories, weapon bases, and stores, and, money permitting, a good balance should be struck. However, out to put paid to your plans of a new life are ten unnamed alien races who attempt to destroy your buildings or spy on you.
PLUS POINTS: *Utopia*'s main advantage is its ease of use. Anyone who has been put off by the sheer size of *Sim City* or *Powermonger* will be able to get straight into *Utopia* as Gremlin have made a point of giving the game a balanced learning curve. This allows the player to explore the many icons in their own time, and gradually expand on what they all do. Furthermore, the graphical style used is very appealing, with a wide range of impressive-looking buildings and devices.
BEHIND THE SCENES: *Utopia* has been in development for nearly five months, and the game has undergone a series of changes since it's inception. Initially, the game was to have been viewed from overhead, in a *Sim City* and *Moonbase*-style but this has since been changed for a nicer isometric perspective. In addition, as with the game's cities, new features are constantly added as the game evolves.
FIRST IMPRESSIONS: Quite simply, *Utopia* is one to watch. The version of the game we have is already shaping up to be a *Sim City* beater, with deep yet easy to get into gameplay, and a task that is both fun and challenging. What's more, not all the intelligence routines were up and running when we played it, but already it is taxing and involving. Gremlin are hoping for a mid-September release, so start saving.





RPG ADVENTURE ADVENTURE





MOONSTONE

THE GAMEPLAY: Set within a massive mythical kingdom, *Moonstone* is a sprawling tale depicting the player's attempts to find the many sections of the gemstone. With five knights to choose from, the player must select the one with the best attributes and guide them across the mountains, plains and swamps which makes up the area. Living in these areas are a series of hostile creatures out for your character's blood, and these must be defeated in combat in one of the game's many beat 'em up sections. However, not all the action is as limited. By collecting key spells from the map's many villages and towns, fights can be bypassed with a spell or by recounting useful information to your prospective opponent.

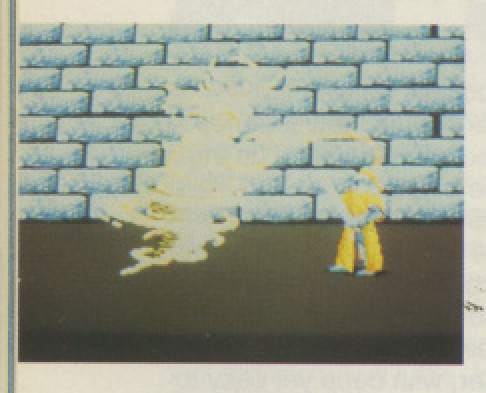






PLUS POINTS: As in Psygnosis' forthcoming *Gore*, *Moonstone* features a 'Gore Meter' which allows you to determine how bloody the fight sequences can be. In addition, the actual adventure itself is massive, with plenty to do and a wide assortment of characters to interact with. And, unlike most of the genre, interacting with *Moonstone*'s populace does actually make a difference.







BEHIND THE SCENES: *Moonstone* is the brainchild of Rob Anderson, whose previous claim to fame was a hand in Gray Matter's *Fiendish Freddy's Big Top'O'Fun*. Rob has been working on Moonstone for six months, and has currently got the main bulk of the gameplay and maps in a recognisable form. However, the fight sequences are still to be refined, and the interaction is currently being reworked. And, due to the mission's complexity and the need for a lengthy development period, the game will be released just after Christmas.

FIRST IMPRESSIONS: Obviously the novel 'Gore' factor is going to entice the younger kids towards the game, but there is also sufficient gameplay and a long-lasting mission to keep the more ardent RPG/adventure fan going. Graphically, it is still a little rough, with some weak Knight sprites, but these are apparently going to be changed later on. On the other hand, though, some of the enemy creatures that are to be fought are very impressive and well animated.



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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC

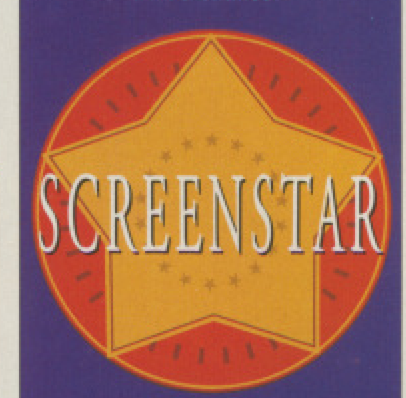
Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	



Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

CLAIMS TO FAME...

Steve James: He tripped up Acker Bilk in a Scottish indian restaurant (Steve is now known as the infamous Acker Hacker).
Dan Slingsby: None (that sums him up, really).
Steve Merrett: Brian Cant opened the shop he worked in, and he once had a lift to his school fete by two Southampton players whose names he can't remember.
Mark Patterson: He screamed in admiration at Bill Giles one day, he once drank in the same pub as Les Dawson. He also bought flowers from Arthur Mullard at the celeb's stall.
Mat Broomfield: He sat opposite Siobhan from Bananarama.
Andy Beswick: He once sat opposite Kenneth Kendall on a train, and he was in a Transvision Vamp video.
David Corrie: A long time ago, he got drunk in a restaurant and was told to go elsewhere by Wendy James when he tried to chat her up.
Tom Glenister: When out with Steve Merrett, he saw Mandy Smith and was upset when she smiled at Merrett rather than him.
Remzi Salih: She's met Russell Harty, Midge Ure, Chris Cross, and Su Pollard.
Fiona Keating: She once stood next to Elvis Costello at a concert.



THUNDER

If you're a person who thinks that yokes belong with eggs and a turbo-prop is an old biddies go-faster walking stick, chances are you've never played a flight sim. Most people are put off computer flight games after taking a look at the hugely complicated controls and incomprehensible manual jargon, *Thunderhawk* from Derby-based Core Design attempts to break this mould with a mix of slick graphics and a simple control method.

Thunderhawk is based around a crack American helicopter team of the future who are kitted out with all the latest ass-kicking hardware. Their job is to right wrongs, kick dictators where it hurts and battle for truth, justice, glory and mom's homemade apple pie.

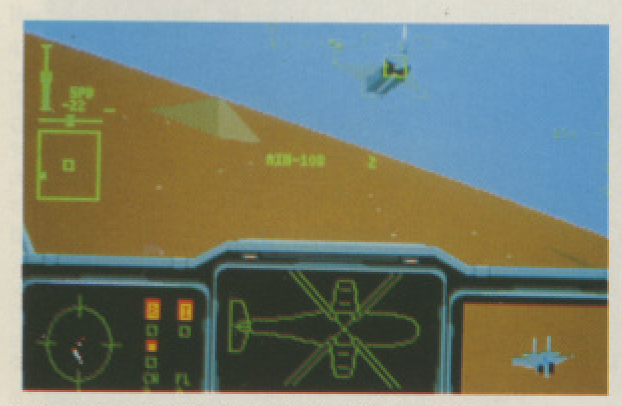
On loading you receive an excellent animated intro with the President of the USA informing his chief advisor that the forces of evil are at work, and that it's got to be sorted. So it comes down to you and your Thunderhawk colleagues to rid the world of moustachioed despots

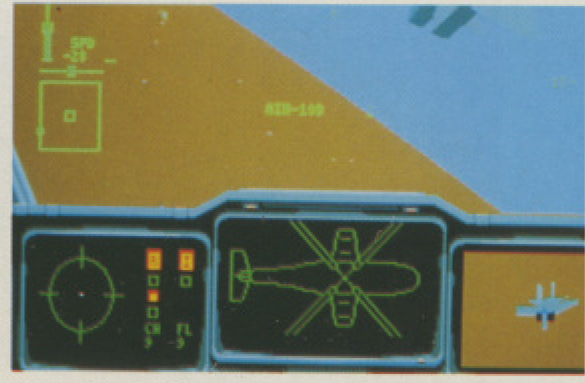

Bridges are usually a good place to pick on unarmed convoys.

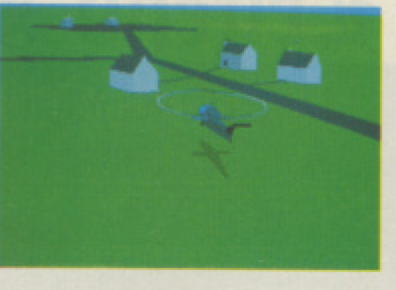
through a series of sorties into foreign countries.

The missions are divided into six groups of ten. Each of the six campaigns have an overall objective such as rescuing a Russian double agent or attacking drug barons in Latin America. The sub missions all contribute to the success of the campaign. In the rescue mission communication centres have to be knocked out, raids have to be executed against enemy strong-points to confuse them as to your overall objective, and a Chinook helicopter has to be escorted to the battlefield to make a dummy pick-up, confusing the Russians even further.

Each mission starts with a briefing from your commander-in-chief, who tells you what needs to be done and why. Then it's on to the planning room where you get a run through of the mission in true home movie style, complete with flickering projector.


The worst threat to your helicopter comes from Russian built MiG 29s.


Air-to- Air missiles are the only effective way to take out high-flying opposition.



Civilian buildings are good for target practice, and they often obscure enemy positions.



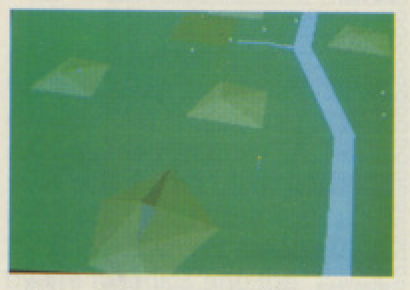


BEE GEE

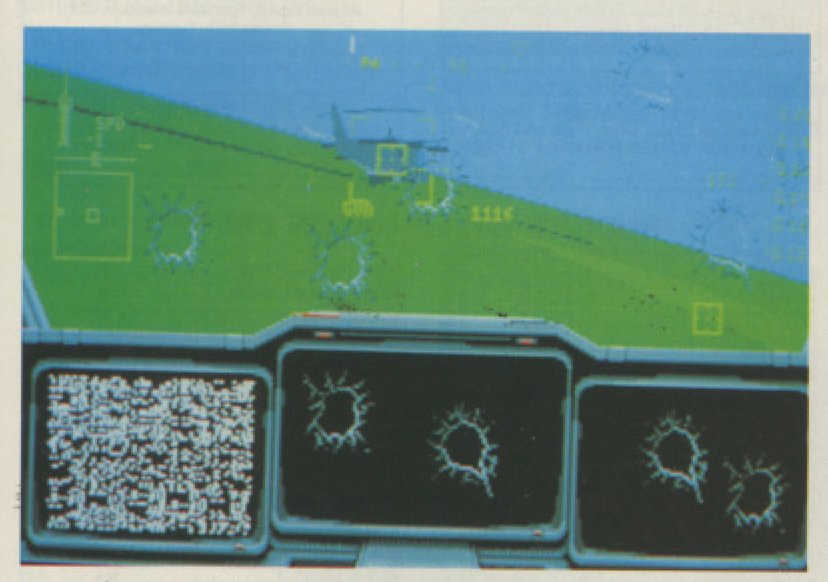
The intro sequence, briefing rooms, and other non-polygon graphics were produced by artist Jason Gee. The scenes where first sketched to paper then redrawn on the Amiga using *Deluxe Paint 3*. Despite Jason's aversion to digitised graphics he ended up scanning in a picture of the Whitehouse to use on the first screen of the intro.



RHAWK



External views are useful for locating what's shooting at you.



If your instruments have been shot out, it's odds-on your wings have gone too. That means no more flash weapons.



Flying this low guarantees you hit your target, and the ground.

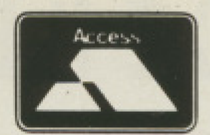


Aircraft often attack with cannons instead of missiles.

After sussing out the mission, its onto the arming screen. Tooling up with really hard weapons is simple. Select the weapon you want, then click on the pylon where you want to install it. Most of the time a mixed payload is acceptable, but some weapons, such as bombs, have to be carried in pairs as a 1,000 pound bomb strapped to just one wing doesn't do the helicopter much good.

Because *Thunderhawk* is set in the future, its programmers have been able to take slight liberties with the weapons. The AIM-9L Sidewinder missiles which are currently used by the USAF have been upgraded to AIM-10B and AIM-11F models, which are lighter and more powerful. Up to 188 unguided FFARs (Folding Fin Aerial Rockets) can be carried at one time or 46 Firestorm laser guided missiles. Other weapons include depth charges, fire and forget air-to-ground missiles, 500 and 1000 pound bombs, MWAR unguided missiles which spilt into four small warheads before hitting their targets, SMARM radar seeking missiles, anti-runway weapon, Penguin air-to-ship missiles and a 30mm cannon. Most of the weapons are based on actual equipment used by airforces today, although those in *Thunderhawk* have been redesigned to be smaller so more can be carried.

The control system is very simple. The mouse is used to fly the 'copter, select and fire its weapons, alter the engines' power and designate targets. The left button is used to fire weapons while the right one is used to select them. Holding the right button down, then moving the mouse forward or back, increases and decreases the power while pressing both buttons together changes targets. The keyboard is used



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THUNDERHAWK

only to launch flares, chaff and switch jammers on and off. Initially it seems a lot crammed on to the mouse, but once you can remember what's what this turns out to be one of the most simple, but effective control systems on any Amiga flight sim.

Attention to detail is incredible. As enemy jets come in slow to pick you off with their cannons and turn to fly away, their engines glow as the reheats are switched on. Drop a depth charge into the ocean and there's a splash as it hits the water and a further, larger, splash as it goes off. Enemy bullets can be seen as they streak towards you, a rare occurrence in any flight sim. Most of the extras aren't noticeable at first, but help give the game far more depth.

The enemy come in all shapes and sizes. Surface-to-air missile batteries are a constant hazard, but they show up on radar and can be circumnavigated. Optically guided flak guns, however, don't show up on any of your instruments. The first you know about them is when they open up with their 57mm cannons. Missiles can be jammed, or decoyed with flares or chaff, but this isn't guaranteed to stop them as the operators have visual guidance systems for backup. Your helicopter can only sustain limited damage, and, as the hits build up, bits start going. The radar jammers are usually the first thing to go wrong, followed by the avionics and the machine gun. If the wings get blown off you lose all the weapons that were stored on them, and too many head-on impacts results in bullet holes in the canopy and knackered instruments.

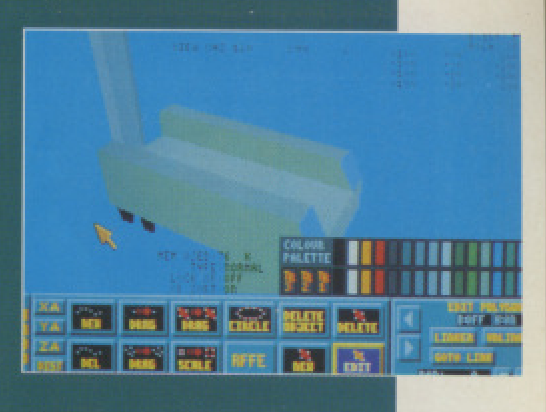
Throughout its development, *Thunderhawk* has been geared towards action, and it shows. There's plenty to kill and avoid, the missions are varied and it's very easy to play. This is without a doubt the best helicopter simulation to hit Amiga, you'd be mad to miss it.

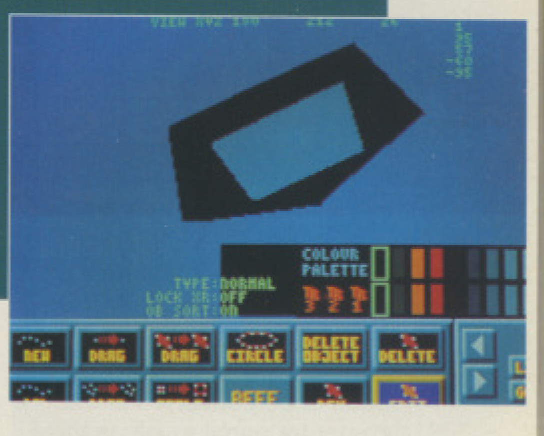
Mark Patterson

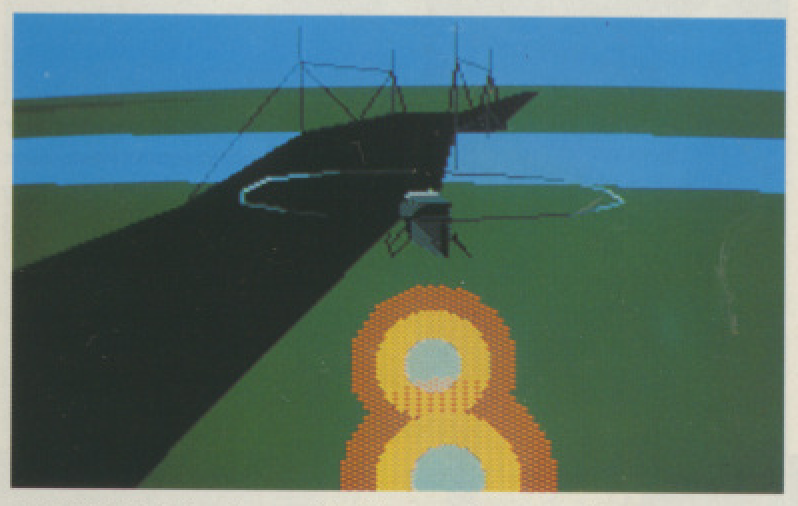
CODE IT BE MAGIC?

All the coding was done on a 286 PC using Realtime's SNASM compiler. This allows graphics to be imported and the whole program to be dumped onto an Amiga.

Most of the graphics and effects were produced with home grown software written by Thunderhawk's coder Mark Avery. These allow 3D objects to be drawn, coloured and spun through a ridiculously high number of angles so that details can be checked and the overall look (as in this picture of a SCUD launcher) is correct. Another useful routine used in the design of Thunderhawk was a mapping program, which was used to place all the objects in the game world.







Even hi-tech helicopters can't last for ever. Too many hits and you'll buy the farm. Remember you can't eject.

This box shows the helicopter's speed. If the little square is at the top of the box the 'copter's going forward, if it's at the back it's reversing.

Unguided weapons such as FFARs and the Cannon all fire towards the cross-hairs

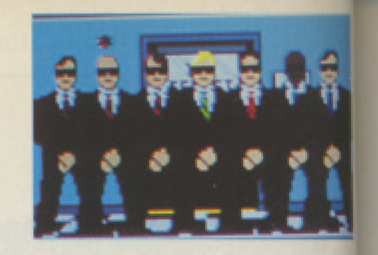
Anything with a green box over it has been locked on by the 'copter's targeting computer. A green box with a border means that it's been acquired by your missiles.

The scanner shows all the targets that have infra-red and radar tracking. Objects such as optical guns don't show up. In addition it informs you when a unit has locked onto you with its weapons.

The information window tells you how much damage the helicopter's sustained and how much ammunition you have left.

This box shows your current target, it's best used to gauge how close your shots are to it.

CORE DESIGN	£30.99
"Brilliant futuristic heli sim – be sure to buy it"	
GRAPHICS	89%
SOUND	87%
LASTABILITY	94%
PLAYABILITY	94%
OVERALL	94%



CARDINAL OF THE Kreml

Anyone who has read a Tom Clancy novel will be aware of the author's obsession with the Cold War. It comes as no surprise, then, to discover that the latest Clancy book to be converted into a computer game involves the two Superpowers in a race against time to develop the first laser missile defense system.

Cardinal of the Kremlin is Clancy's third novel to make it onto the home computer, following in the tracks of Grandslam's *The Hunt For Red October* and MicroProse's *Red Storm Rising*. The complex strategy simulation begins with a US spy satellite report that the Soviets are building a sophisticated laser defense system close to their border with Afghanistan. Although the project is still in its infancy, it represents a powerful threat to the balance of power and world peace. With the approval of the US President, it's up to you to hinder or disable the Soviet project while overseeing and coordinating the United States own defense programme.

To win the game, you'll need to delay the Soviet programme long enough for US technology to catch up and deploy a fully functioning laser defense system of its own. It's not as easy as it sounds, however, as there are a myriad number of tasks to be completed before such a system can be put in place. An experienced development team needs to be recruited and a vast number of laboratory and field tests carried out. As well as all this, a network of CIA agents have to be assigned to the Soviet project to leak information back to your scientists and the FBI called in to set up security at your own research research and devlepment labs.

Don't go crazy and launch all your satellites in a short period of time. As the months pass, technological advances could well make orbitting satellites redundant. In order to develop an effective defense shield, old satellites will need to be replaced.

Once you've received a briefing from the US President, you're on your own. The first thing to do is to recruit department heads for each of the three main areas of 'Star Wars' research: Power, Software and Targetting. There are five eligible candidates for each department, so their past records have to be carefully vetted before a choice is made. Once the departments are up and running, you'll then have to call in the FBI to enforce security. This can range from very lax to oppressive – the higher the security level the less chance of secrets being leaked or the KGB kidnapping a department head. However, if it's set too high, the scientists will become disheartened and their work rate will drop. This will also happen if you push the scientists too hard – there's only so many hours in a day and if you ask too much of them, their productivity rate will dwindle and the department head will suffer 'burnout' and have to be replaced.

Each department needs to conduct a number of experiments before its work is complete. After each test, the working knowledge of each





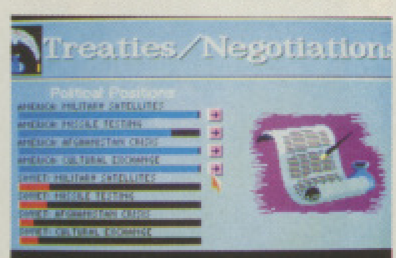


department is suitably expanded. For later tests you'll need to deploy a number of satellites into orbit. It's important not to test when the Soviets are showing an interest in the project, indicated by a small bar on the screen, as they'll learn most of your technological secrets.

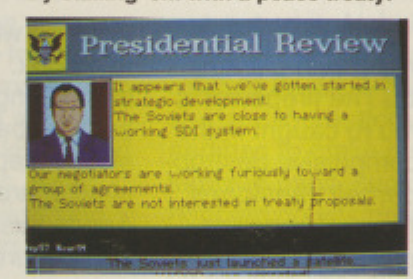
While testing is in progress, your CIA operatives will be in the field trying to infiltrate the Soviet project and gather information. You have a total of nine agents at your disposal, each of whom have their own personal dossier. From time to time, it will become necessary to withdraw them from active service if the KGB are showing too much interest in their activities. The more agents you assign to each of the Soviet research areas, the more info the agents will collect and the greater the disruption to the Soviet project.

While all this subversive activity is going on, both Superpowers are busy thrashing out an arms limitation treaty. To help stall the Soviets, if they look like they're ahead in the game, its wise to push for an arms treaty. This will delay the Soviets, giving you time to catch them up. If you're ahead, then it's best to press on regardless.

The Strategic Control Centre allows access to all the other sub-screens.



If you're lagging behind the Soviets, try stalling 'em with a peace treaty.



Another valuable resource is The Archer, a hardened Afghanistan freedom fighter, who is kept supplied with arms by the CIA. He can be ordered to attack the Soviet's Bright Star project, thus rendering the plant inoperable for a set time. Attack too early, and the Soviets will be able to rebuild fairly quickly; but if you wait too long, you could be too late to stop their defense system from being deployed. Unfortunately, The Archer is only human so you can only use him once.

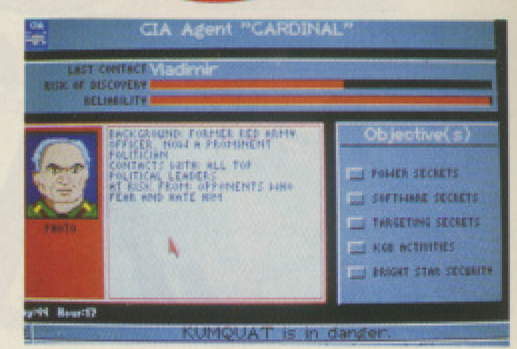
Cardinal of the Kremlin is a very complex and involved game. There's rarely a moment with nothing to do – surely one of the litmus tests of a good strategy game. The main screen, The Strategic Control Centre, gives access to all the other subscreens with the information presented in the form of icons, graphs and neatly presented reports. The graphics are as polished as those in Virgin's top-rated *Supremacy*, and the game is equally as straightforward to play. When testing a program or launching a satellite, special animation sequences show you the results.

Even better, the strategy elements of the game are broken up by interactive arcade sequences. These take the form of a car chase when attempting to rescue kidnapped department heads from KGB operatives or a shoot 'em up attack on the Bright Star complex. The graphics here would not look out of place on a Spectrum, but help to inject a bit of fun into the preceedings.

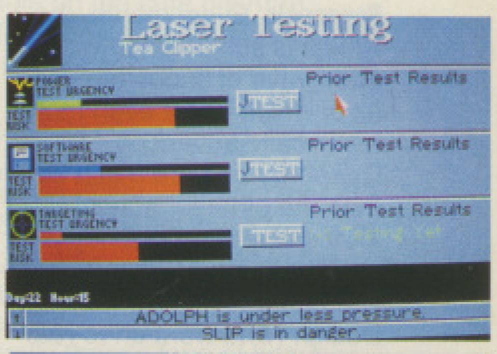
Capstone have come up with a top-notch strategy, which is both engrossing and topical. The scenario might seem a little dated, what with the dismantling of the Iron Curtain, the disbanding of the Warsaw Pact and the withdrawl of Soviet troops from Afghanistan, but the game is nonetheless a finely crafted simulation.

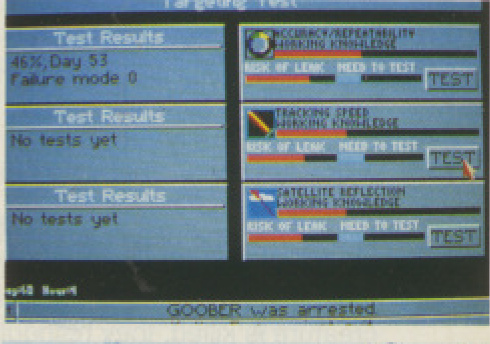
Dan Slingsby

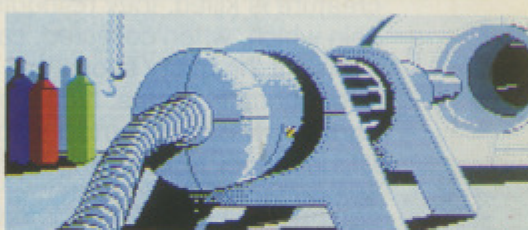




The Cardinal is a top ranking Soviet officer who has turned traitor and feeds info to the West.







After a research department had had a while to develop their technology, it's time to test their efforts.

SUPERSELLERS **Tom Clancy wrote *Cardinal of the Kremlin* in 1988. It was an immediate best-seller with advance orders for over one million copies. Although the game follows the basic plot of the book, and principal characters such as The Archer and the Cardinal make an appearance, the outcome of the strategy is squarely in your hands.**

As well as being a fabulously rich and successful author, Clancy is also a die-hard computer games fanatic. It's little wonder that three of his books have been turned into computer games with more to come! Indeed, Clancy'c first novel, Red Storm Rising, took its inspiration from Mirrorsoft's *Harpoon*. Strategy games are definitely Clancy's favourite games and, to illustrate the man's obvious good taste, he also has a two-year subscription to CU Amiga on the

ACCOLADE £24.99

"The Cold War's back and it's a bit of a hot item"

GRAPHICS	85%
SOUND	62%
LASTABILITY	82%
PLAYABILITY	87%
OVERALL	**86%**

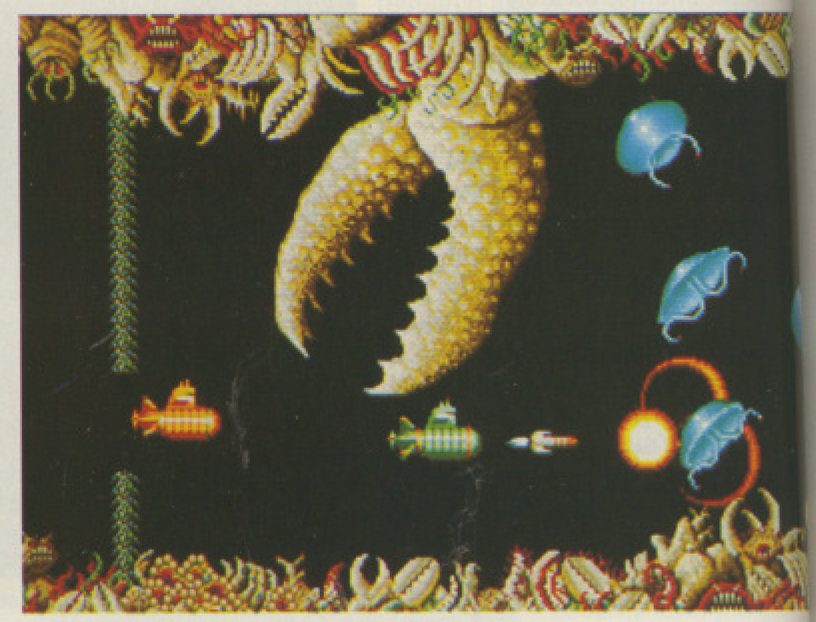
LONGER LASTING

BLOOD MONEY

Psygnosis Every month, the Amiga is subjected to wave after wave of shoot 'em ups, all of which boast even more technically-advanced weaponry and are much better than the others... honest. That's why *Blood Money* was such a breath of fresh air. The first game to appear from DMA Design (who went on to rear those oh-so-cute Lemmings), *Blood Money* is a four-stage multi-directional scroller which incorporates everything associated with the genre. Safe within the confines of your helicopter, submarine, or spacecraft, the player is set the task of blasting a path through the many creatures that inhabit the area. Every time a creature is killed, they relinquish a gold coin which, when collected, can be spent in one of the many shops that appear throughout the game. It doesn't sound particularly original, and it's not. But *Blood Money* is THE long-lasting shoot 'em up for the Amiga and has yet to be bettered.







OPERATION THUNDERBOLT

Ocean With the shoot 'em up firmly stuck in a rut of horizontally and vertically scrolling clones, arcade manufacturers Taito wheeled out its biggest gun yet three years ago with *Operation Wolf*, a dedicated console with an Uzi mounted on the front of the cabinet – it literally blew the opposition away. Its conversion, however, couldn't do it justice, with far too much disk-swapping to give it the murderous flow it demanded. The sequel, *Operation Thunderbolt*, duly followed and by that time they had it cracked. The plot has barely changed, with terrorists holding the passengers of a DC10 hostage, but the available firepower had doubled with a twin-player option and laser sights. The firepower is awesome and once you're caught in the thick of a firefight its compulsive destruction. *Operation Thunderbolt* transforms the most pinko liberal wimpo conchies into trigger-twitching psychotics. Recommendations don't come much higher.

SPEEDBALL II

Mirrorsoft Most sequels are simply cash-ins on the popularity of their predecessors, rarely, if ever, capturing their unknown pleasures. *Speedball II* is guilty as hell on the first count, but the last charge is dismissed. Who wouldn't welcome an update which makes the original redundant, and that's precisely what The Bitmaps' follow-up does. *Speedball 2*, like many of the other classics here, skilfully mixes two styles of arcade game – the beat 'em up and the sports sim – and instantly hit on a classic blend. Based on the '70s movie cult classic, Rollerball, it pitches two teams into a futuristic football match with a steel ball, body armour and full-scale violence without bothering to invent a rule book. The gameplay is furious and demanding, a sort of cross between body pinball and hurling, and the sequel simply steps it all up a gear with a bigger playing area and stormtrooper tactics. Add to this the awesome sound effects and a thundering techno theme tune and you have a twice-over winner.

KICK OFF

Anco When Anco decided to take a strike at the terminal headache of football sims it found the terraces lined with gold. No one since Commodore's own *International Soccer*, which was invented around the same time as the 64, had come anywhere near doing the world's biggest sport any justice. Programmer Dino Dini's creation isn't much to look at, at first glance, but as soon as you master the creative but initially baffling control system, you realise it was created by someone who had an instinctive feel for the game. *Kick Off* combines awesome goalscoring power and teasing ball skills with crunching, often illegal, tackles. There are glitches aplenty and the game is prone to seizing up at cru-

Increasingly, arcade games are being criticised for their lack of lasting appeal. Are all the eagerly-awaited coin-op conversions next month's dust-gatherers? Not always. The Amiga has played host to some of the best arcade games. Mike Pattenden lets you know which ones give you thrills, spills – and value-for-money. . . .

BLASTS

cial moments, yet somehow this all adds to the flavour. And it's for that reason you might want to avoid the sequel, which tidies up many of the faults, adds the ability to curl the ball but loses some of the rawness of the original. It also cuts out the ability to stop, turn on the ball and walk it past a bemused keeper into the back of the net. Do you want the blood and thunder of the English Game or a continental namby pamby substitute, because that what the difference amounts to.

NEW ZEALAND STORY

Ocean Cutesy conversions ten to make it over to the Amiga better than the new wave of graphically and aurally amazing shoot 'em ups. *New Zealand Story* is the perfect example. It's one of those sickening cutesy game designs the Japanese specialise in, which for the most part are completely incomprehensible and glutinous. What saves the pathetic sight of a little yellow kiwi called Tiki hopping around the screen, flying and swimming underwater while trying to free its caged friends is the sort of devious gameplay national character generalisations stem from. The conversion is near faultless, but that isn't what sets *New Zealand Story* apart from so many others, it's just one of those unputdownable games.

NEBULUS

Hewson The idea of the platform game is as old as the hills, and for that reason there are hordes of them out there, and you don't have to be told that 90 per cent of them are crap. One of the main problems with the genre is that just about everything has been done with it – vertical jumpers, horizontal hoppers, it's a completely exhausted style. That's when you come across something like *Nebulus* and you realise that there's no end to the interpretations and slants you can put on it. *Nebulus* takes the cutesy character angle and transports it to a rotating tower. A little pug-nosed beast starts at the bottom of a series of towers and has to make his way to the top jumping gaps, avoiding flying nasties, hopping on lifts before time runs out. It's so addictive, that if its properties could be synthesised whole countries would grind to a halt. Add to that beautifully coloured backdrops and smart sound effects, and you have to be very tough not to get hooked.

RAINBOW ISLANDS

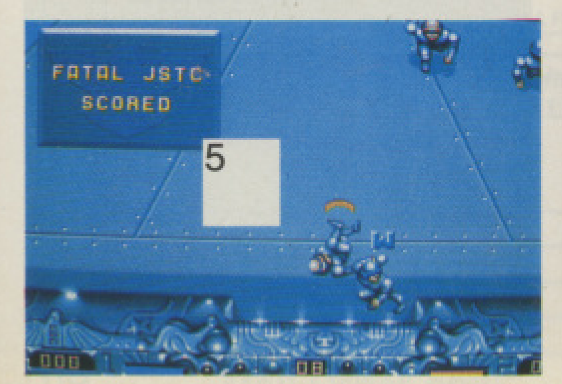
Ocean This is one game that nearly didn't appear after two companies fought it out. It was this kind of rivalry that continues to deny Amiga owners the double-edged joys of Nintendo's *Mario*. Fortunately Taito's conversion didn't get away. Once again it's another angle on the cute platform game, and this time you'd be hard pushed to find a brighter one. It makes a three-year-old's colouring book look complicated in its construction, but that, of course, is the beauty of it. *Rainbow Islands* is a sort of sequel to another old favourite, *Bubble Bobble*, but it transports the idea away from water to the clouds where a young lad can fire rainbows to use as steps to the top of each level. Naturally there's tons of bonuses to be had on the way. The attraction is not how quickly you do it in *Rainbow Islands*, but how well you do it. Style is everything.

GREAT GIANA SISTERS

Rainbow Arts That you can't actually buy *Giana Sisters* in the shops doesn't stop it being a classic. That it's a total rip-off of arguably the greatest platform game ever – the infamous *Super Mario Brothers* – doesn't detract from it either, but it does explain why you can't lay your hands on this clone. Once again Nintendo moved swiftly to put a stop to this game appearing on the shelves after it noticed the similarity. The German version substituted two punky girls for the famous New York Italians and gave the screen vaguely different layouts, but the gameplay is exactly the same. Brick-headbutting, bonus collecting, hidden doorways, nasties, and utter addictivity added up to a watertight case. Rainbow Arts were caught red-handed which is why you should do everything in your power to find a version.

ARKANOID

Discovery If we're talking classic game contructions then it's impossible not to mention the brickbusters. Based on a near archaic arcade machine called *Breakout*, Taito's updated version sent quite a few people mad, and revived a





LONGER LASTING BLASTS

craze years after it had gone out of fashion. It also started a landslide of clones and sequels which never caught the flavour of this Canadian conversion. The idea is simply to use a paddle to knock down a wall of tiles, but as the wall breaks down, so the ball speeds up. Bonuses make your job easier as the walls become ever harder to demolish, but trying to catch them can lead to disaster. The intensity of concentration needed to complete it at one sitting is awesome, but *Arkanoid* does wonders for your hand-to-eye co-ordination.



GAUNTLET II

US Gold If arcade conversions find their way into this all-time classic list, then it's mainly because they invented a complete new genre or simply took it to the limit. *Gauntlet* did both. When it appeared in the arcades five years back it broke new ground as the first genuine multi-player game. Once again it was a skilful blend of styles, taking the ever popular D&D concept and throwing it in with maze exploration and tumultuous beat'em up action. As many as four players – a wizard, a warrior, his female counterpart and a goblin – could take part in a level by level search for bonuses, and most importantly an escape route from the constantly generated ghouls that attacked you. Part of the fun was the whole buddy pact it engendered – you watch my back, I'll watch yours. US Gold's conversion of the sequel captured the style, action and, crucially, the sound its first efforts had missed.





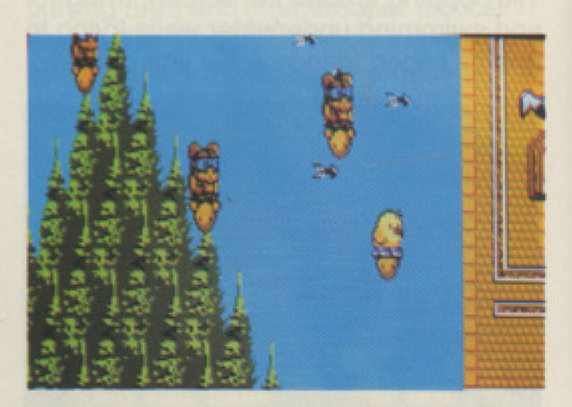
PACMANIA

Grandslam Quite who has the rights to this old classic isn't clear any longer. You can go a long way back, probably as far back as the Dark Ages and find people playing this one because it has that beautiful simplicity about it that makes it timeless. It can't possibly stretch the Amiga's capability (the graphics were simply downloaded) and it has as much depth as a page three model, but once you take control of that little yellow smiley and leg it round the screen it no longer seems to matter. *Pacmania* may look dated, but that doesn't undermine its appeal.

BARBARIAN

Palace If you come home in a barely restrained bloodlust and you're not the kind of person to take it out on the dog, then *Barbarian* is the answer. Questions were asked about its suitability when it was released, and it has to be admitted that few more violent and graphic beat'em ups have ever been created. It's simple sword combat is spliced together with a gruesome beheading sequence that so well done, you can't wait to find another victim and remove his head as well. Brawn triumphs over brain here every time, but Palace's sequel *Barbarian II*, followed the lead set by *The Last Ninja* and gave the game an arcade/adventure slant that takes it into another dimension. Which one you prefer is simply a matter of your barbarism.









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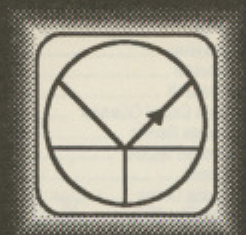
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The game of chess actually dates back to the seventh century. Starting in India (and originally called Chaturanga) it spread through the Far East and into Europe to become the challenging, one-on-one wargame which we know today. On its way through China, however, chess took on a different shape and style to that of its more Westernised counterpart, reflecting the more philosophical culture of that part of the world. *Battle Chess II* is a simulation of this version.

Played on a 9 x 10 square board with the centre parted by a river, the aim of the game is the same as the more universal form of chess – to beat your opponent by placing his King in a checkmate position. Each player has a King, two Rooks, two Cannons, two Knights, two Ministers and five Pawns with which to do the job and, in much the same vein as *International Chess*, each piece has a limit on the direction and amount of squares which it can move. The game ends when either player takes the opposing King or places him in a stalemate situation, where the player has no legal moves available.

Chess has always been a relaxing computer pastime. *Battle Chess* was one of the first to appear on the Amiga, and was critically acclaimed for its unusual graphical slant and, more importantly, its ability to play a damn good game of chess. *Battle Chess II – Chinese Chess* is, basically, more of the same but with an unusual board and different pieces. There are the usual difficulty levels and the like, and once you're into the program the computer plays a creditable game of what is, after all, a rather unusual pastime. The humourous graphics which made the original stand out from the crowd are here in all their Oriental glory, complete with lots of fine animation and hilarious touches, such as various pieces scratching their noses if too much time is taken to make a move. Obviously, chess of any sort isn't everybody's cup of tea, and most gamers would much rather blast away at something rather than sit and sweat over that last dodgy move. But if you fancy something just a little different, which is good to look at and, more importantly, taxing on the little grey cells, there are far worse games available than *Battle Chess II.*

Paul Rand

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BATTLE CHESS II
CHINESE CHESS



The fight is most definitely on as rival pawns battle it out.

If you want a faster game, play a special 2D version.

THE PLAYERS

PAWN – Can move a single square forward at a time until crossing the river, after which left and right movement is also allowed.

ROOK – Can travel in horizontal direction, any amount of squares.

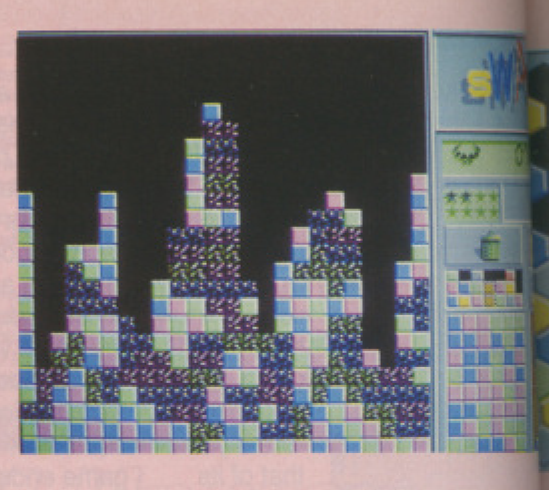
CANNON – Moveable as far as is desired either horizontally or vertically. Must first jump over one piece before capturing another.

KNIGHT – Can move one square left, right, forward or backward, followed by one square diagonally left or right. Can only move if its way is unhindered.

MINISTER – Moveable two squares diagonally. Cannot cross the river.

COUNSELLOR – Can move one point in any diagonal direction within the Imperial Palace.

SWAP



French development house, Microids, are probably the last people you'd expect to come up with the year's most fiendishly addictive puzzler. The Gallic team can usually be found designing computer car simulations for the gigantic Renault car company rather than programming one of the most infuriating brainstrainers of recent times.

The basic gameplay is incredibly simple. A board, consisting of a number of tiles of varying shapes, sizes and colours, has to be cleared by swapping the tiles around. When two or more tiles of the same colour come into contact with each other, they disappear and the player moves on to perform similar moves until the entire board is cleared. That's the theory, but in practice it's a lot harder than it sounds.

The game is essentially split into two halves: a training mode and a multi-level competition. The training mode allows you to become familiar with the game's many options and experiment by designing your own levels. The various options include the size, shape and colour of each piece as well as a time-limit for each level (if you're feeling particularly masochistic). Best of all is the avalanche option which will send tiles which have become isolated cascading down the screen until they bump into another one. Hopefully, some will match and thus disappear, and the process will continue until no other matching pairs are left. Another useful 'cheat' is a cache of supplementary tiles which can be picked up and repositioned next to shapes which have become isolated or are proving difficult to shift. You can select both the avalanche and supplementary tiles options to come into play at the start of a game or when you've accumulated enough points.

Once you've become familiar with the game's many quirks, it's into the game proper in which the computer devises level after level of devilishly clever screens for you to clear. Each one gets progressively harder, with the player aiming to score a set number of points and stars or wipe out all the shapes. All the options available in the training mode are present at different times and in different combinations. One minute you could be facing a screen full of tiny multi-coloured squares with an avalanche option but no supplementary tiles, and in the next level come across a screen packed with three colours of triangles and a time-limit to boot. Incidentally, for some mathematical reason I probably can't even start to understand, the last combination is the hardest of the lot to clear!

Swap is a belter of a game, smartly presented, with functional graphics and

SLIDERS





***Right*: Trapped in a deep gulley, all is not lost. Try jumping on the trampolene to gain some extra height to escape.**

Taking a leaf out of William Gibson's Cyberpunk books, Palace have come up with what they call a cybersports ball-game of the near-future.

Despite the hackneyed scenario, the game itself is really rather good with a host of options to allow you to customise the game to your own tastes. Designed by Microids, whose only previous games have been the above-mentioned *Swap* and *Grand Prix 500*, the action takes place on one of twelve available 3-D pitches, each with a series of gulleys, valleys, hills and one-way tracks to negotiate. Play is either two-player or against the computer, with each player taking control of a special metallic ball which has to be raced across the pitch in an attempt to scoop up a small electromagnetic-puck and blast it into your opponent's goal.

The game can be played using a joystick, mouse or the keyboard with a choice of up-down or diagonal scrolling. If you challenge the computer you can select a full overscan screen or a split-screen, the latter showing the position of both yourself and your opponent. Two-player games are automatically split-screen affairs.

Before play commences, a further option screen allows you to select the length of each game, scroll-orienation, strength of fire, strength of attraction between puck and ball, maximum speed of ball, and the maximum time you can hold the puck. These options can be made to apply to both players or just your own – effectively giving you a chance to nobble your opponent before play has even begun!

Once you've ploughed through the myriad game options, it's time for the match proper to begin. A graphic representation of each pitch gives an idea of the layout of the playfield, where the goals are and the position of the puck, and then a

Far left: Avalanche! The cascading shapes fall to Earth.
Left: Design you own levels with this handy trainer option.

some excellent samples of smashing plates. Every time a number of shapes disappear, one of several crockery breaking sounds escapes from the Amiga, which is highly amusing if you think of the lengths that the programmers must have gone to get such samples.

Unfortunately, the game is a bit too easy at first. If you complete a level quickly, you're allowed to skip subsequent stages. I raced through to level 96 within twenty minutes of picking it up, but after that things *did* get progressively harder and thus more rewarding.

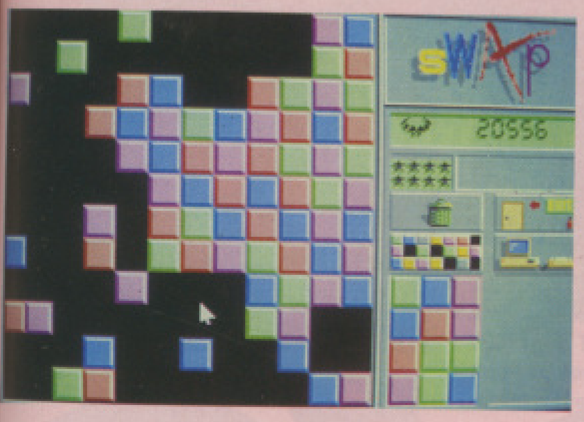
With a staggering 999 levels, *Swap* should come with a public health warning attached to it...

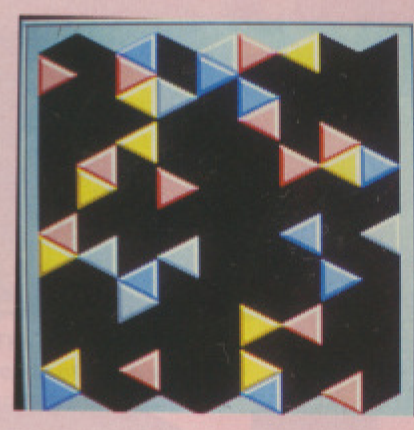
Dan Slingsby

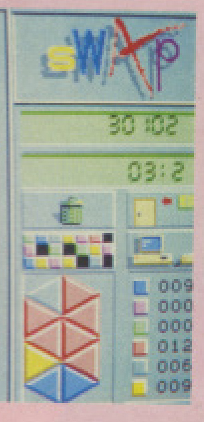
PALACE £25.99

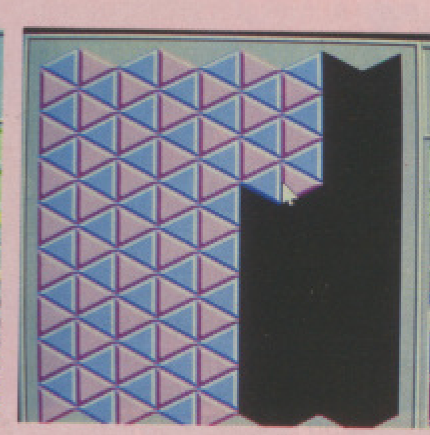
"Absorbing and addictive puzzler – unputdownable!"

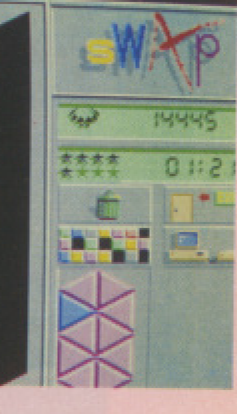
GRAPHICS	70%
SOUND	75%
LASTABILITY	80%
PLAYABILITY	89%
OVERALL	**83%**

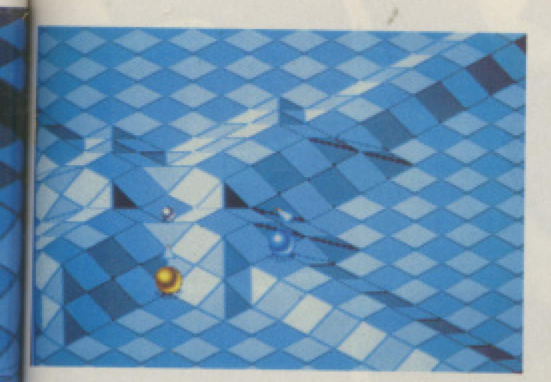


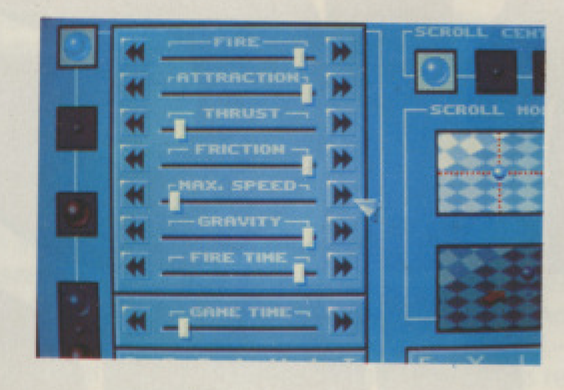














Above: The option screen contains a wealth of information and lets you customise the game to meet your own personal requirements. It's possible to alter the performance of both your own ball, your opponent's sphere and the game's electro-magnetic puck.





special walk-through demo takes you on a close-up guide around the pitch. Each pitch is graded according to difficulty so that, by the time you've reached pitch twelve, you'll have encountered anti-gravity zones, brake zones, trampolines, ice, one-way lanes, speed lanes and speed humps amongst many others.

Set at the wrong level, *Sliders* could prove too fast for even the most experienced arcade fanatic. However, after a bit of fine tuning, it's possible to master the controls and start to pull off some amazing plays. The graphics are functional, giving a sense of depth and proportion to the 3D layout and the sound is just sufficient to create an electric atmosphere with metal-bashing noises in abundance. Although fairly varied, the number of pitches is a bit disappointing, but apart from that one complaint this is a fun and very fast ball-game.

Dan Slingsby

PALACE £25.99

"A fast, frantic and fun arcade ball-game."

GRAPHICS	75%
SOUND	60%
LASTABILITY	79%
PLAYABILITY	80%
OVERALL	**79%**



KING'S QUEST V

When they come to write the annals of computer adventures, one series that will feature high up the list are the *King's Quest* games from Sierra. Roberta Williams, the co-founder of Sierra-On-Line, designs the series, and now the latest installment has been released for the Amiga.

The game first saw light on the PC, and it shows. There are a grand total of eight disks, which is alright for PC owners with hard drives, but the vast majority of Amiga owners are going to have to suffer multiple disk swaps – even with two drives. As with all Sierra games, this is for 1 Meg Amigas only, even if you're one of those lucky people with a hard drive.

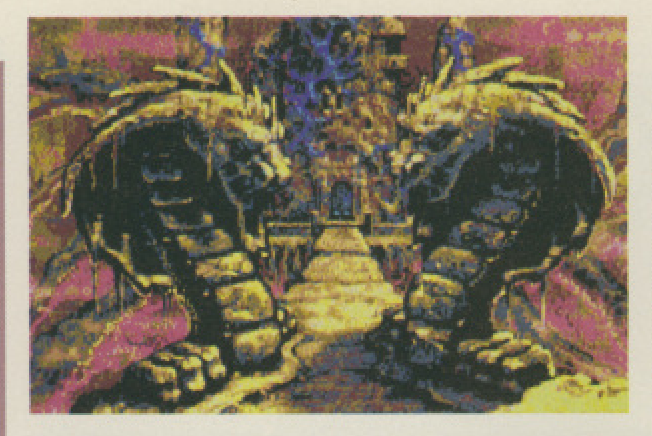
King's Quest V continues the story of the kingdom of Daventry. King Graham's entire family have disappeared, so Graham embarks on a Quest (of course) to save them. His journey starts in the desert, which causes him his first problem, he is only able to travel a few screens before dying of thirst (which results in some poor attempts at humour from the programmers).

The new 'point and click' interface, used in adventures such as *Wonderland* and *Operation Stealth*, comes in very handy for exploring each screen. Previous Sierra games relied on rather tedious typing to input commands, and this is a vast improvement. A joystick or mouse can be used, and even the keyboard can control Graham's movement. Typing can still be used, and in fact this is often the easiest way to get the command recognised by the program.

The puzzles themselves

ON THE HORIZON

Sierra claim to be able to turn a PC game into an Amiga version within three weeks which is certainly a vast improvement over the turnaround of most companies. Although Amiga owners will still have to make do with an obscene number of disks, it does mean that games such as *Leisure Suit Larry V*, *Conquests of the Longbow* and *Space Quest IV* should appear soon. As usual, Sierra's commitment to customer support means that Amiganuts hopefully won't be treated like second-class citizens, as they are by many US companies.



Graham soon discovers that the evil Mordack is behind the abductions, and travels to the entrance of his lair – probably a good time to save!



Above: This generator is used by Mordack to snatch Graham's family. Right: The Harpies' Island – another section of this truly enormous adventure!

are quite original, but anyone who's played the more recent *KQ* adventures will have an inkling of the thought processes behind Roberta Williams' games, thus making them fairly easy to solve. In fact many of the problems are somewhat too simplistic, and have been 'balanced' by the presence of puzzles so idiosyncratic that only the most lateral of thinking stands a chance of beating them! Luckily, the sheer size of the game (and it is HUGE) means that nobody is in great danger of finishing it quickly.

The graphics are a wonder to behold. Using 32 colours from the Amiga's palette may not seem like much, but the artistry that's patently gone into the backgrounds turn this into a visual delight. The animation is of a high quality as well, although for obvious reasons the majority of effort has gone into the main sprite. Little 'blink and you'll miss them' touches are everywhere, rewarding the attentive player with whimsical sights. As with previous games in the series, it's worth saving the game then doing something silly – just to get a glimpse of the results!

The aural side of the adventure hasn't been neglected either. Having been ported over from the Roland PC version the music is enjoyable, but keep a hand near the volume control. In-game music is tied to events such as playing an instrument or entering a tavern. A stereo monitor or TV helps to get the best out of the sound effects.

Sierra's greatest asset is the quality and effort put into their games, and this is the perfect example. The slight drawbacks, however, include a tendancy to make their games slightly too cute, in an effort to interest their younger customers. These criticisms hold true for *King's Quest V*, but don't let that put you off. With games of this outstanding quality appearing on the Amiga it helps to raise standards in general. It's user-friendly (except for the disk-swapping), glorious to look at, and pitched just about right between neophytes and more experienced adventure players.

King's Quest V has a lot to offer, and anyone thinking of trying adventure games should make this their first purchase. It's witty even if the jokes are groan-inducing some of the time, but the challenge maintains its serious nature. Sierra have produced another winner, and the games-playing public benefit more than anyone.

Matt Regan

MOUSE ACTIVITY

The interface used in this game brings the *King's Quest* series up to date, and more acceptable to Amiga owners. The top of the screen contains an icon bar with icons for Walking, Travelling (walking over distances avoiding obstacles), Looking, Action, etc. When an icon is selected the cursor changes into that icon, making it easy to perform the desired action on the screen. Let's say you want to get a magic bean from your character's pocket and plant it in the ground, first select the Inventory icon, selct the bean then go to the Action icon and click on the part of the ground you want. This is obviously much less hassle than manipulating the parser until you stumble across the correct verb.

Wandering through the Enchanted Forest, Graham and his trusty Owl face problems with pixies.

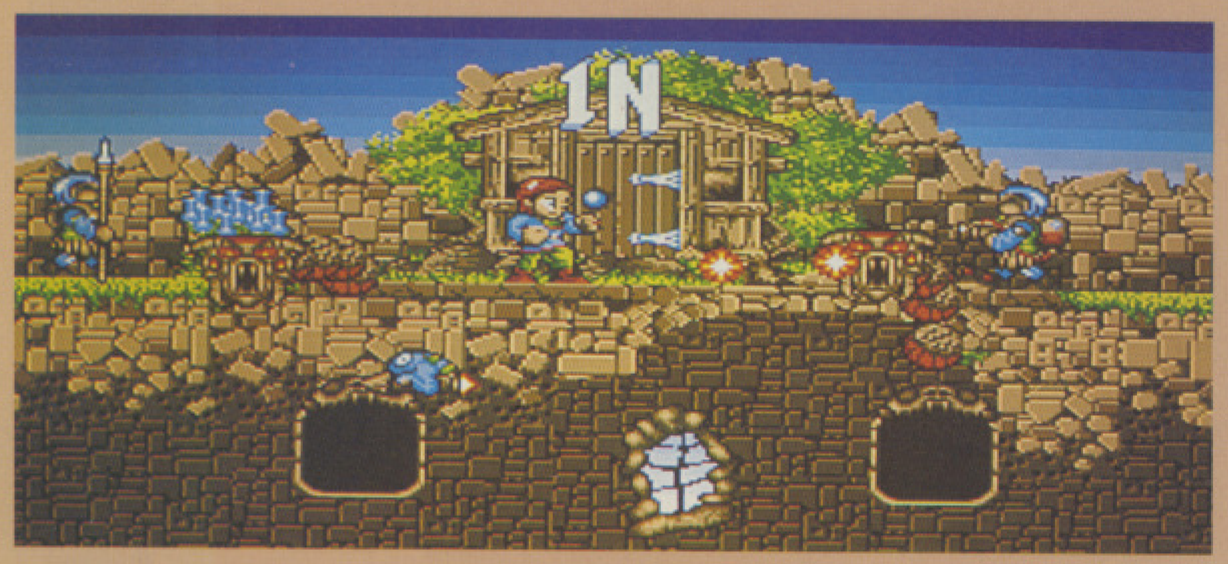


The start of the Quest – Castle Daventry. Poor Graham's a mite upset about his entire family disappearing, which is hardly surprising!

SIERRA-ON-LINE £40.85

"Sierra have come up with the goods yet again!"

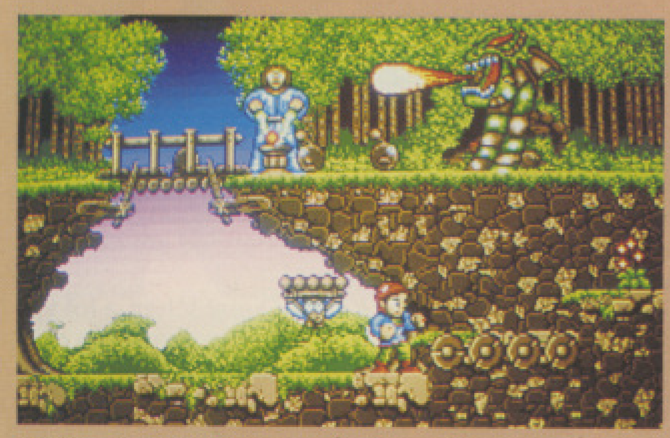
GRAPHICS	88%
SOUND	78%
LASTABILITY	90%
PLAYABILITY	85%
OVERALL	**89%**



ELF

New development companies are fairly common-place, but it is very rarely that their wares are up to the standard of *Elf*. Written by newcomers, Nirvana Systems, *Elf* combines *Pyjamarama*-style arcade/adventure puzzles with some of the prettiest graphics this side of Nutwood. In addition, supporting this top-notch presentation are a plethora of brain-squeezing puzzles, rounding off one of the best games in this crowded genre.

In fact, the only down-point of the whole game is the rather staid scenario. All is not well in the magic woods. Although the sun shines brightly and the furry little animals of the forest are hopping around merrily, a sense of foreboding strikes at the heart of Cornelius the Elf. And, indeed, calamity is just around the corner. Elisa, the light of Cornelius' heart, has been captured by Necrilous The 'Not Very Nice'. Surely one of the understatements of the year, considering that the



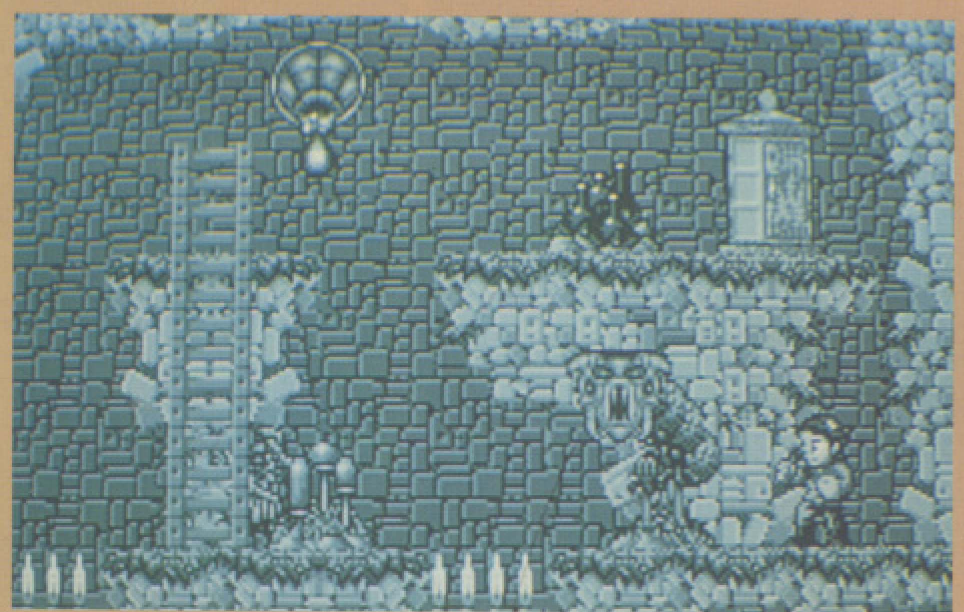
Dragons that breathe fire are just one of the hazards that await you. They can't be killed, so treat them with respect (or just avoid them)!



The graphics in *Elf* are a real treat. Eyes in the walls follow your every move. This pretty polly has more uses than simply being decorative.



Watch out for the flying bees – they're bad for your 'Elf.





Ooh-er! A battle similar to David and Goliath. Never mind, what you lack in size you more than make up for in courage. Just hide those shaky knees!

mad schemer is planning on giving Elisa a bath in a boiling vat. 'Frying tonight!' as Kenneth Williams said during a similar situation in *Carry on Screaming*.

Elf must be the nearest thing to an environmentally-friendly game. Selective killing is an important feature, which means the player must be selective in their destruction. A cuteness rating keeps score of the number of twee characters shot, and there's much hissing and booing if you kill wee beasties such as butterflies. However, losing popularity is not the only drawback. Although it is still possible to complete the game, if you've shot too many defenceless animals, you may not be privileged to see the full end sequence. So the moral of this tale is don't be a meanie, and be kind to cuddly animals.

There are eight levels of forest, ruins, and swamps to wade through before reaching the Castle of Necrilous, where Elisa is being held. It is at this grim fortress that you must locate and destroy the winching mechanisms used to lower innocent victims to their deaths. On your journey, you will find many useful objects scattered about the landscape. Collecting herbs and pets will allow you to purchase pieces of equipment from the shops that are secreted throughout the game. Valuable commodities include power-ups, three-way fire, a magic force field and a flying machine. It's also possible to buy inane hints. These include such gems as 'Never eat pickles if you want to keep friends' and other such banalities.

A rather nice twist to the fairly traditional gameplay comes at the end of each stage. Outwitting the end-of-level guardians involves serious brainstorming, rather than a twitchy trigger finger. And the necessary puzzles are enjoyable and funny, containing more than an element of toilet humour! Defeating these guardians at the end of the levels endows Cornelius with a green crystal, which will prove essential for gaining access to Necrilous' chamber.

Simiularly, a bonus is awarded at the end of each level, and is calculated by the number of bonus objects collected. Bonus objects are the small tokens dropped when monsters are shot. Hearts can be collected – not in the romantic sense – but for an increased health rating. Sharp shooters will prosper in this game, too, with an extra life awarded every 100,000 points.

A *Kult*-like element of this game occurs when encountering objects which may serve an important later on in the game. An interactive panel will give options such as 'give', 'bribe' and 'identify'. It is also possible to talk to the characters you meet, but the conversations are short, one-word affairs.

The graphics and design of the game are extremely good, with an impressive range of scenarios and monsters. Every level is an adventure in itself, with exciting and busy shoot 'em up action. For example, the second level involves a trip to underground tunnels and deadly duels with mummies and rats. Level three is a swampy jungle with nasty aquatic creatures out for your blood. The colours and background graphics are full of intricate details, which are enhanced by dragons who rear their ugly heads, belching life-draining fire.

Elf is an extremely enjoyable game with many riddles and conundrums to sort through, it has an elfin charm all of its own. For people who think that small is beautiful, *Elf* will live happily ever after in the fairy kingdom.

Fiona Keating

OCEAN £24.99

"Platform romp with more than a few surprises. . ."

GRAPHICS	94%
SOUND	80%
LASTABILITY	82%
PLAYABILITY	84%
OVERALL	**83%**



A walk in the woods is a perilous journey. Be careful of insidious insects and the traps that surround you; one false move and you haven't got a hope in elvan of surviving.

HEAVEN ELVES US

The origins of Elves is thought to come from Germanic mythology. Usually diminutive in size and of male form, Elves are often of a mischievous temperament. They have often been attributed with causing diseases and evil dreams and are perhaps best known for stealing children and substituting changelings (weak Elf or fairy children). Prehistoric implements called Elf bolts or Elf arrows were believed to be weapons with which the little imps injured cattle or unwary folk!

MILD GREEN FAIRIES

In folklore, Fairies are supernatural beings who magically meddle in human affairs. Fairies are characteristically beautiful or handsome. It is thought that Fairies and people may become lovers, although some female fairies are deadly to their human amours. So watch out! There are many theories concerning Fairies. One is that they are the spirits of the dead. A more widespread tradition is that the Fairies are Fallen Angels. They were following Satan towards hell, but were prevented from doing this and therefore remain in the woods and forests, either helping or hindering anyone who









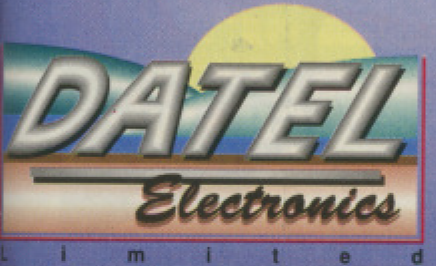
Each screen contains a group of sprites who sap your energy on contact. Although the energy tokens can stem this, prevention is better than cure and Cornelius can protect himself with a variety of weapons. Not all the characters are out to get our hero, though, and some offer useful advice.

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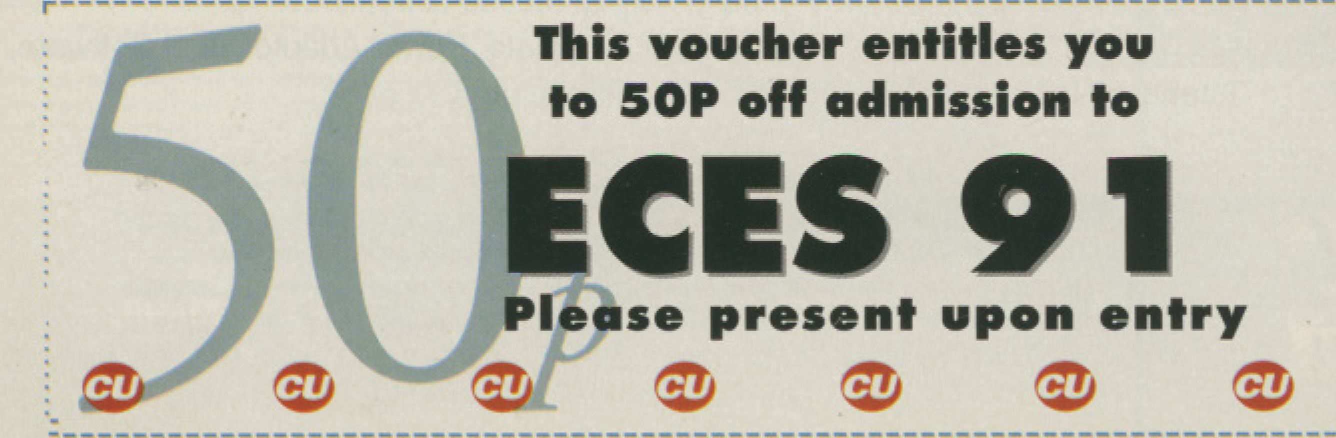
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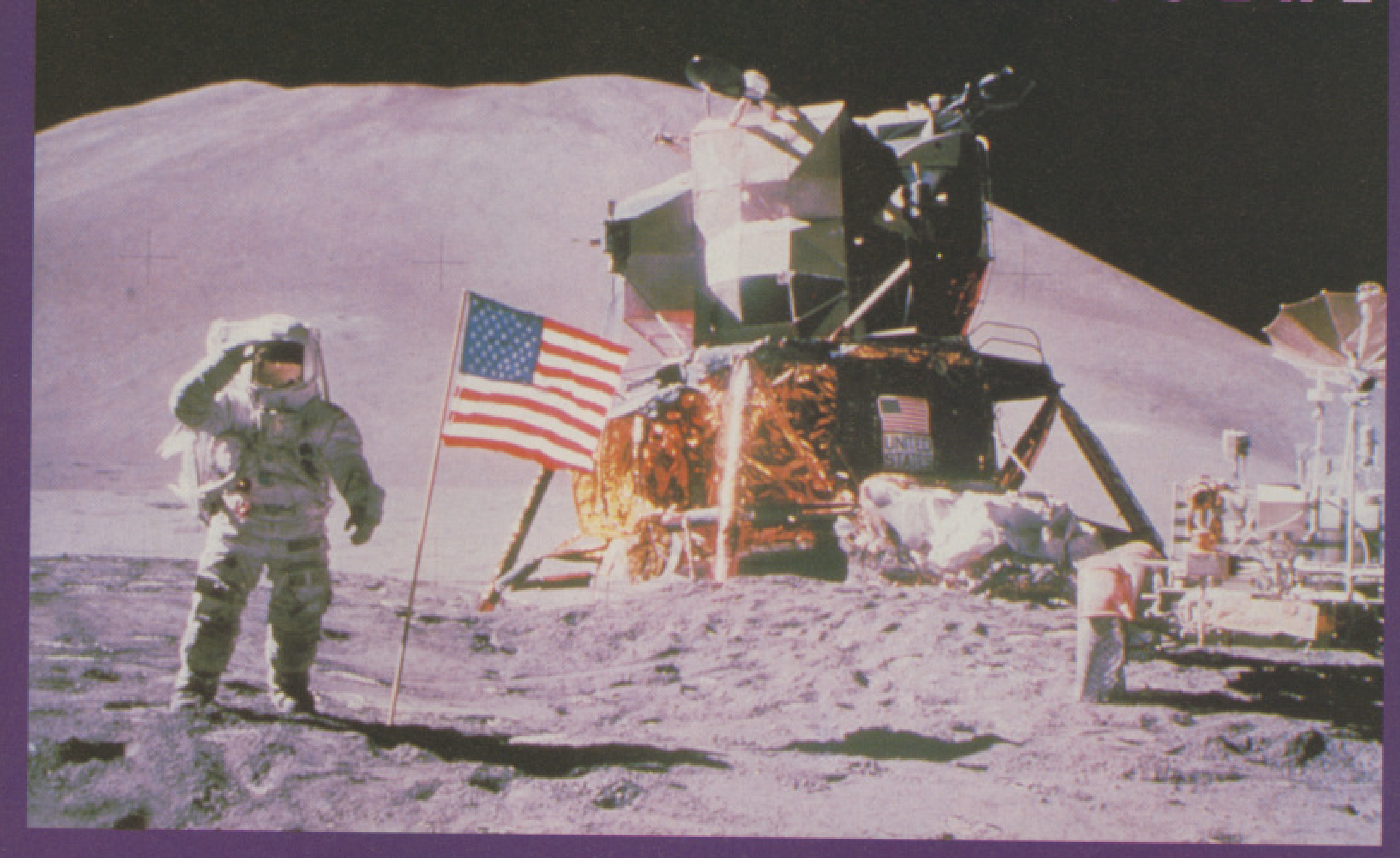


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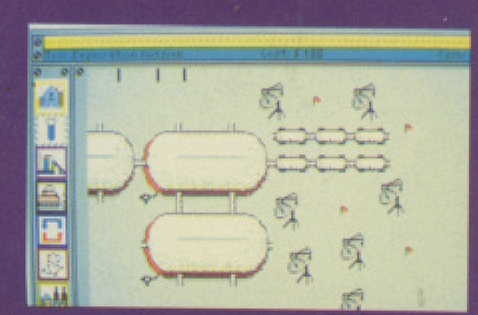
MOONBASE

Ever since 1969, when Neil Armstrong took 'one small step for man, one giant leap for mankind' by planting his size 12 spaceboots all over the lunar landscape, the building of a lunar colony has been the inevitable goal of a generation of NASA eggheads. Unfortunately, things are running a tad behind schedule, with little chance of even the most elementary moonbase making an appearance this side of the 21st Century.

In the meantime, US softco, Mindscape, have picked up the challenge of lunar exploration and come up with a complex simulation involving the construction and management of a lunar colony. *Moonbase* has been developed in conjunction with Wesson Industries and KDT Advanced Systems Group, the latter having worked closely with NASA in the planning and logistics of the USA's prototype lunar base. With such expertise behind the game's development, there's no denying *Moonbase*'s credentials or authenticity and, indeed, the hefty manual which comes with the game only serves to reinforce the research that's gone into its development.

The mouse-driven simulation starts with a barren moonscape (randomly generated each time a new game begins) on which a lunar colony has to be constructed. The main area of the screen is given over to a map of the immediate vacinity with a special 'Zoom Out' option for a bird's eye view of the entire area.

The game looks and plays like Maxis' *Sim City*, with a bank of icons representing the various buildings, vehicles and other equipment which you can buy and place on the moon's surface. Most of the units snap together like Lego blocks once they've been positioned on screen, but not all can be bought straight away as funds are severly limited at first.



A good way to raise extra cash is to conduct a series of scientific experiments for NASA.

Most units need connecting up to an energy supply, so a photovoltaic array or fission reactor is an essential first purchase. So, too, are thermal radiators. Unlike Earth, the Moon has no atmosphere and generated heat cannot be carried away by convection. A battery of radiators are needed to syphon off excess heat and keep temperatures stable. If either fail to work, become disconnected or are insufficient to meet demand, then the moonbase will be





MOONBASE

crippled, production halted and, eventually, fed-up crew members will pack their bags and head back to Earth.

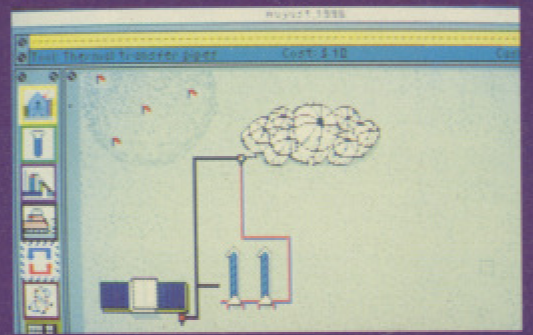
Initial funding for the project comes from NASA and, depending on the colony's scientific worth, this will slowly decrease over a ten-year period until it finally dries up altogether. This obviously dictates the speed at which the colony develops – initial emphasis will concentrate on small-scale development with money-making mining interests taking precedent over recreational or scientific considerations. Once a strong cash-flow has been developed by mining minerals such as helium and oxygen, the infrastructure of the base can be expanded with working and living conditions suitably expanded.

SPACE CRAZY

- More than 600 million people watched the moonlanding on TV, the largest collective audience ever to see an historic event (bar Chaz and Di taking the nuptial vows, that is).
- Although the famous Apollo 11 mission was just one week long, the returning spacecraft splashed down in the Pacific Ocean only 10 seconds behind schedule.
- Neil Armstrong and Buzz Aldrin became instant heroes after their successful moon landing, but who remembers Charles Conrad and Alan Bean? The pair were involved in the second moon landing in November 1969, but the mission was blacked out when television transmissions failed to work and so have gone largely unremembered.
- The moon is gradually moving away from the Earth at the rate of 0.1 inch every revolution. In about 7 billion years we won't be able to see it with the naked eye. Just thought you'd like to know.
- Because of the tidal effect the moon exerts on the Earth, our day becomes a second longer every 62,500 years. 400 million years ago the day was only 22 hours and 13 minutes long.
- The gravitational pull of the moon affects the fluid surrounding the brain in the same way as it affects earthly tides. Coincidentally (or maybe not!), scientific tests have proved that when there's a full moon, people's behaviour becomes more eratic and unpredictable, hence the term 'lunacy'.



News of a ban on nuclear fission reactors has come at the wrong time. Now you'll have to decommission the plants that you've just forked out for.



Setting up a hotel near an interesting crater can help generate much needed income.



If you don't provide the workforce with good housing or adequate R&R, they'll go on strike.



Moonbase contains a strong trading element. To become self-supporting, you'll need to fully exploit the Moon's natural resources, refine them and sell them on the open market. The game lets you trade in any of five commodities, ranging from water, helium and oxygen to electronic components and manufactured goods. However, a careful eye has to be kept on the financial markets because if you sell at the wrong time you could lose a fortune. To help, the sim provides a five year history of trading conditions and, once a communications beacon has been set up, the current prices of each commodity will be shown on a ticker-tape display at the top of the screen. It's not just conditions on the Moon which determine the price. A depression or war on Earth will also affect the price you can get for your raw materials or finished products.

Helium and oxygen can be mined straight away, whereas electronic and manufacturing installations cost megabucks and are best left until your bank balance is in a healthy state of affairs. Water, in the form of ice deposits, is almost imossible to find, let alone mine.

A number of random disasters can befall the colony such as a lunar lander crashing into the base, aphids destroying crops, or a nuclear meltdown wiping out all personnel and leaving the land uninhabitable. Bad management can also lead to costly strikes over working and living conditions, world markets may crash, and failure to meet strict resupply needs could leave the base crippled.

Moonbase is a very complex simulation which requires the player to take account of a whole host of information and statistics in the planning of the colony. Sadly, the game is something of a flawed masterpiece and can be frustrating to play. As the manual freely admits, not every randomly generated scenario will contain water deposits. This wouldn't normally be a problem until you realise the soaring cost of importing water and the crippling effects this has on your yearly budget. I defy anyone to balance the books when nine tenths of costs go in providing the workforce with liquid refreshment.

Another niggle is the constant interuption in play due to the program constantly updating itself. As the base grows so the calculations the simulation makes grow ever more complex and the need to update itself grows ever more frequent. After a few years, the gameplay is interupted almost every few seconds which is a constant annoyance. The lack of any preset scenarios a la *Sim City* is also an unfortunate omission. Surely the game lays itself open to all manner of scenarios ranging from two competing superpowers in a race to develop the Moon's dwindling resources to NASA having to redevelop a bankrupt colony.

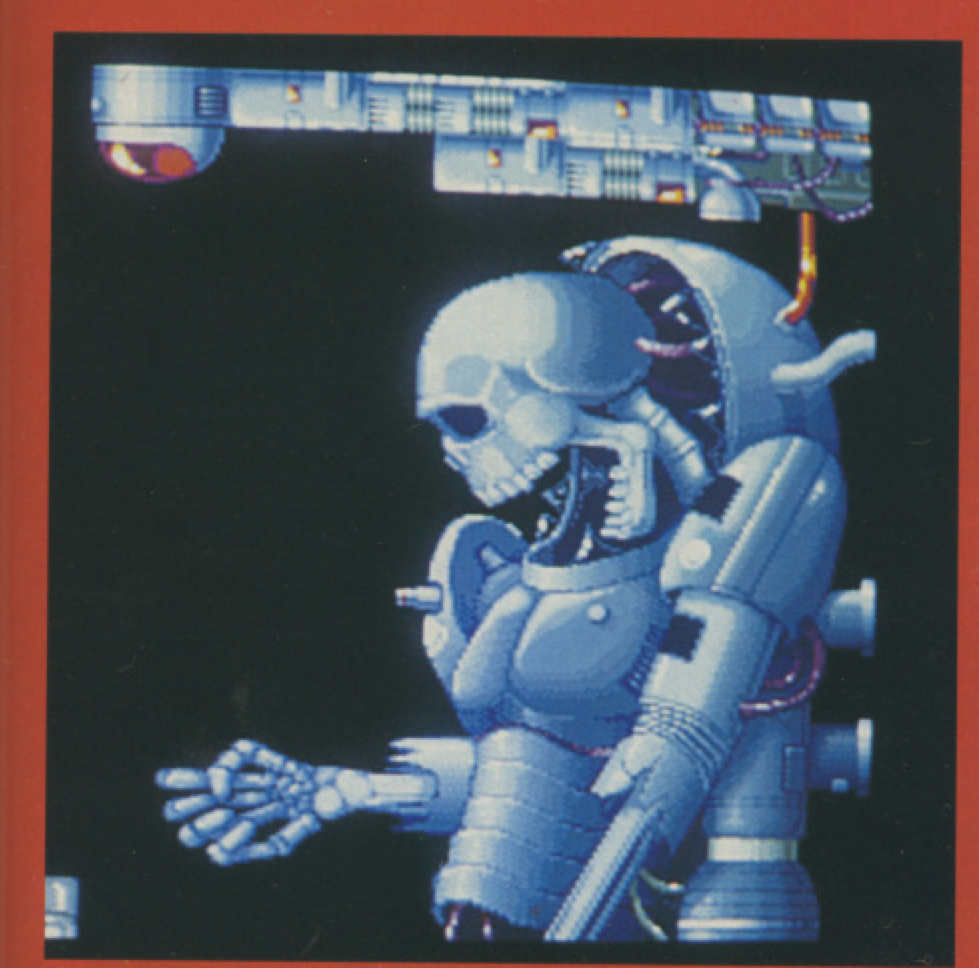
Moonbase is an enjoyable simulation that'll certainly last the test of time, but there's just a nagging feeling that a little bit more could have been done with it. Hopefully, the data disks shouldn't be too far behind...

Dan Slingsby

MINDSCAPE £35.76

"Competent, if slightly slow, moonbase sim. . ."

GRAPHICS	75%
SOUND	50%
LASTABILITY	88%
PLAYABILITY	78%
OVERALL	**78%**

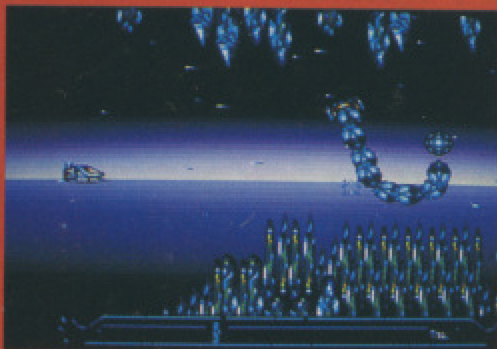


Awaiting the player at the end of each stage is a massive guardian, and these spew forth all manner of deadly bullets and energy bolts at the unsuspecting player.





The extra weaponry is collected by shooting the blue pods which line the play area. As they crack open, they reveal a smaller icon which, when collected, add the likes of three-way-fire and side-mounted guns to the player's ship.



The crystal stage features an array of suitably crystalline creatures, such as snakes, and ground-based installations which unleash flak at the player's ship.

ARMALYTE



Cyberdyne System's C64 blaster was probably the most accomplished game ever to grace the little beige suitcase's screen. Featuring six stages of frantic action, set against some simply stunning bas-relief backdrops, the C64 *Armalyte* won itself a legion of fans, and rightfully so. Unfortunately, though, the same classic status cannot be bestowed upon this Amiga 'enhancement'.

The story behind the game's development has more twists and turns than an episode of Falcon Crest, with the game originally in the hands of Steve Northcot and Ian Harling who consequently left the project mid-development. The job was then farmed out to Arc Developments who were given a free reign as to what to put in the game. The resulting effort is a five-stage blast, which abandons the bas-relief favoured by its C64 step-father and opts for a series of organic and stone levels. In addition, the two-player mode of the first game is another casualty, so now it's just you against the many waves of would-be space flotsam.

Armalyte is typical horizontally-scrolling fare, with the player guiding their futuristic ship through winding and deadly mazes. Occupying each of these stages are the aforementioned alien invaders, and these must be destroyed using your ship's array of weapons which include an *R-Type*-style beam weapon. To boost these pathetic armaments, though, a series of blue orbs line the route and, when shot, they reveal a tiny icon. This endows the craft with rear and side-mounted shots but is lost should the ship come a cropper and lose one of its three lives. When a level has been traversed, standing between you and the next stage is a massive 'Boss' creature, designed to blend in with the level's graphical theme. Then, once again, its time to take it out before it rids you of your supply of lives.

Now, while all this doesn't sound particularly inspiring, it is the graphical finesse that sets *Armalyte* apart from the rest. The backdrops feature acid-dripping spirals and huge gaseous swarms that burst out from nowhere. These creatures aren't just there for their looks, and avoiding them and their flak is essential if any progress is to be made. However, these graphical enhancements fail to add a certain spark to the game's tried and tested gameplay and, with the likes of *Z-Out* leading the way in the horizontally-scrolling arena, *Armalyte* comes across as a second division blaster.

Steve Merrett

IT'S A BLAST Newsfield-owned Thalamus have been at the forefront of shoot 'em up design since the company was launched in 1984. *Sanxion* was their first release, and was written by newcomer Stavros Fasoulas. The game, a horizontal blaster, was subsequently released in September, and Fasoulas then followed it up with *Delta*, a fast-paced blaster which drew its inspiration from *R-Type*, *Nemesis*, and countless others. Unfortunately, Finnish Fasoulas was then drafted to join the Finnish army for two years' compulsory service. In the meantime, Thalamus had signed another upcoming team, Cyberdyne Systems, to produce *Armalyte*. However, Fasoulas is now back on the scene with *Galactic*, another fast-paced blaster which he is currently developing.



THALAMUS £25.99

" A solid but unremarkable shoot 'em up. . . "

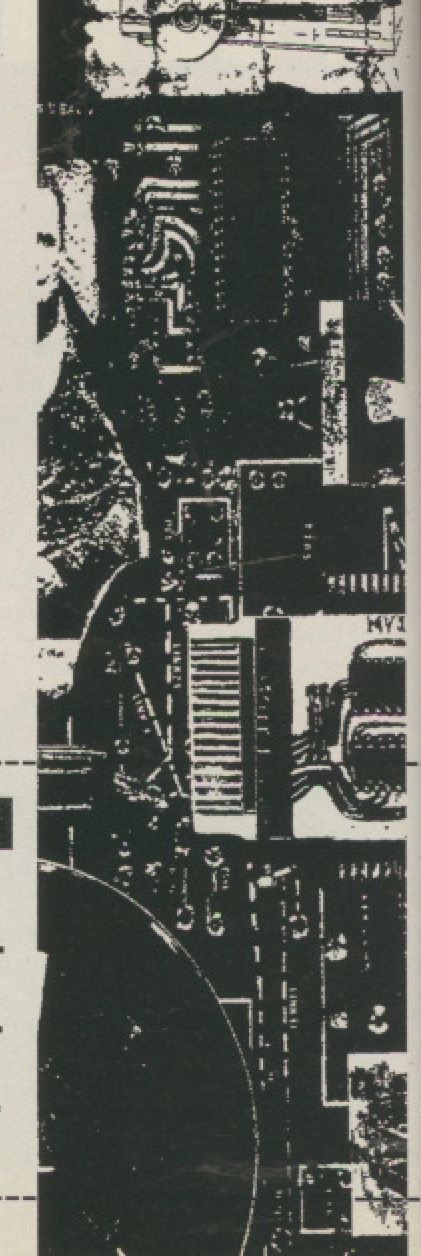
GRAPHICS	75%
SOUND	67%
LASTABILITY	71%
PLAYABILITY	74%
OVERALL	**70%**

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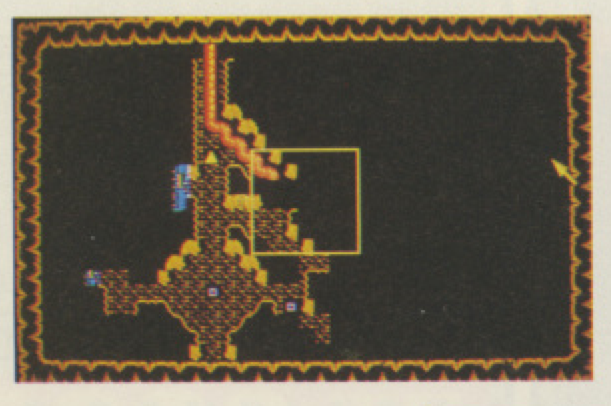
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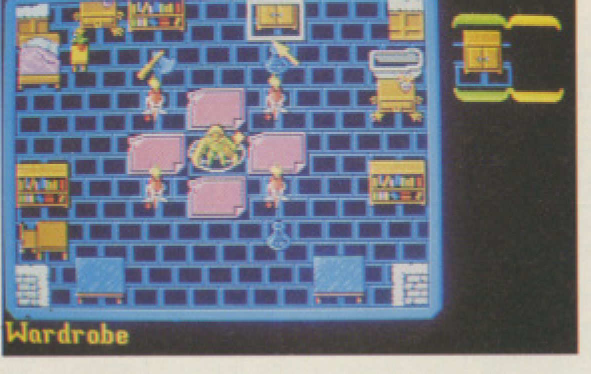
With Blade Software's *Lords of Chaos* gaining a strong following with strategy and fantasy fans alike, Paul Boughton takes a look at the game and the newly released data disks.

In some quarters *Lords of Chaos* has been described as a role-playing game, but a number of limitations and game aspects defy this classification. It isn't really fair to compare it with the likes of FTL's *Dungeon Master* or SSI's *Pools of Radiance* because there's only one character for the player to control, and the game's Wizard Designer (a sort of construction kit) offers very little scope for character creation and development. *LoC* operates on a far simpler, more accessible level and designers, Blade, call it a fantasy strategy which, to be fair, is probably the best description possible.

Between one to four players can take part, each controlling their own wizard, and the surrounding scenario is pretty standard fare. A war-torn world is further ravaged by an earthquake which has shattered it into three separate and self-contained environments. The surviving wizards must compete against each other, exploring and surviving these dangerous lands, and encountering magical monsters, tricks, traps, and assorted dangers. Their aim is to become the Lord of Chaos of the title and further your power by collecting the many treasure caches that can be found within the surrounding areas.

Blade have opted for a 2D play area, and the resulting flat image gives the game a rather 8-bitesque look. The game does have its roots within the 8-bit machines, but I can't help but think that a little more could have been done with the graphics and backdrops. In addition – and this is a fault with this style of game anyway – the sound is very disappointing and could easily have been used to add more atmosphere. However, looking beneath the weak graphics and overall presentation, there is in fact an easy-to-get-into game lurking in there. The game uses a simplistic 'point'n'click' system to access the action, and all the relevant movements are clearly set out and allow for smooth and logical action sequences. Even newcomers to this style of game should



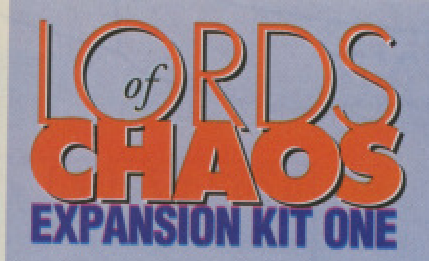


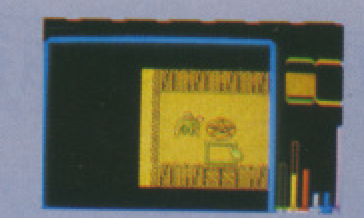
Slayer's Dungeon: Select monsters with high mobility to explore the Cavern level, but save your powerful creatures for the final confrontation. You'll need them!

Many-Coloured Land: Enter as many buildings as possible and check draws and wardrobes for hidden potions and useful objects.











It's very hard to really guess a game's potential for lastability, especially with the addition of further expansion kits. *Expansion Kit One* – which obviously means that more are on the way – offers two new scenarios very much in the style of the original game. There's no attempt to move or improve the game, it's just more of the same.

The two scenarios on the disk are *The Island of Iris* and *Tombs of the Undead*. The first contains treasures buried in hidden locations, and the main task is to buy spades to dig for hidden gold, diamonds, rubies and emeralds. The second world contains a magical tomb built by the once-powerful sorcerer, Goremar the Indestructible. Somewhere in the tomb is the Staff or Goremar, the source of his power. Once again, and as in the first game's third scenario, it's another single player scenario which proves a tad limiting.



In all, *Expansion Kit One* is an excellent value for money addition to the original *Lords of Chaos*. Just load up the original, slap in the new disk, and you're off on adventures new. OK, so it offers no enhancements over the basic game, but missions are fun and will prolong the life of the game nicely. The lastability mark is lower that for the original game, though, because you only get two scenarios instead of three.

Expansion Kit One is available from Mythos Games for £8, including packaging and postage. Send a cheque or postal order payable to Mythos Games Ltd., at 19 The Rows, The High, Harlow, Essex, CM20 1BZ.

Paul Boughton

BLADE £8

"If you liked the original, here's more of the same"

GRAPHICS	70%
SOUND	69%
LASTABILITY	73%
PLAYABILITY	76%
OVERALL	**73%**

be able to get to grips with it within a matter of minutes.

Each wizard has quite a wide range of magical powers at his disposal. Depending on which world you are on, there are some forty-five spells to cast, ranging from the almost obligatory healing, fire bolts, and lightning, to teleportation brews, and ones that enchant the oncoming creatures and turn them into gooey grey blobs. The three lands are the Many-Coloured Land, which is overrun by the wicked Torquemada; the Slayer's Dungeon, which is named after the fearsome weapon which lies at the heart of the land; and the realm of Ragaril. The latter one causes real problems – Ragaril is an evil and extremely powerful wizard, and play at this particular stage can only be attempted by one person.

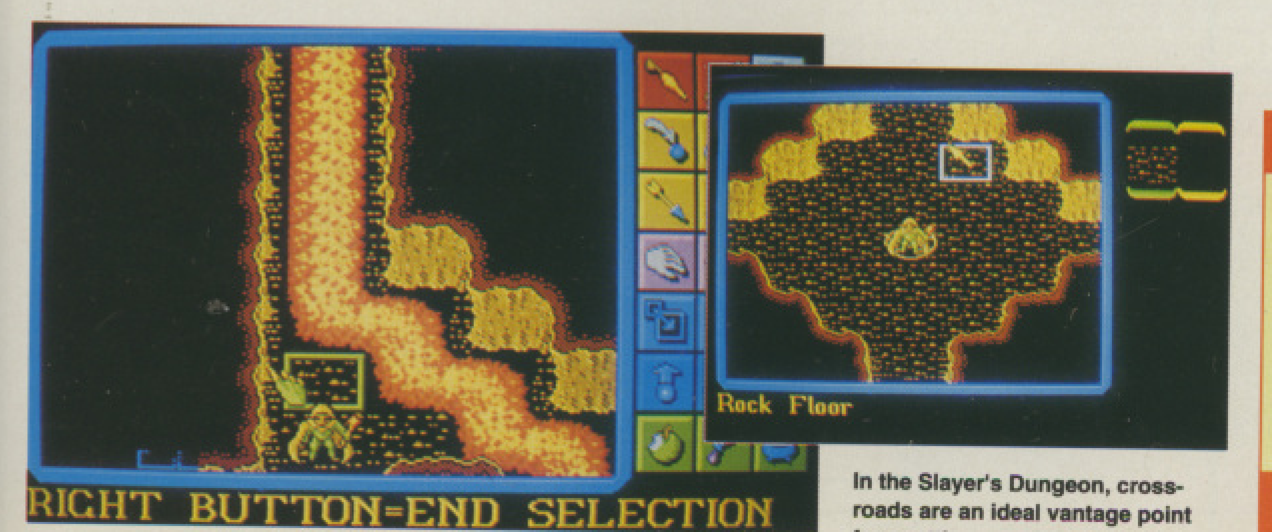
The length of game and turn time can also be adjusted to pace the game or add a sense of urgency. This means that the game's difficulty level can be altered slightly should you find the game a walk-over. Also, the way the playing environment pieces together and opens up as it is explored is really nice.

Lords of Chaos is an entertaining diversion but there's little to make you gasp, no real surprises, and no touches of real innovation. Perhaps it is intended for the newer adventurer, and if this is the case then it



deserves to do quite well. More ardent dungeoneers, though, should wait for something a little more stimulating.

Paul Boughton



In the Slayer's Dungeon, crossroads are an ideal vantage point for spotting opponent's creatures.

BLADE £24.99

"Enjoyable, but simplistic adventure for beginners"

GRAPHICS	70%
SOUND	69%
LASTABILITY	74%
PLAYABILITY	76%
OVERALL	**74%**

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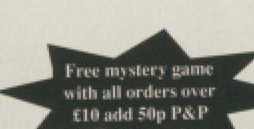
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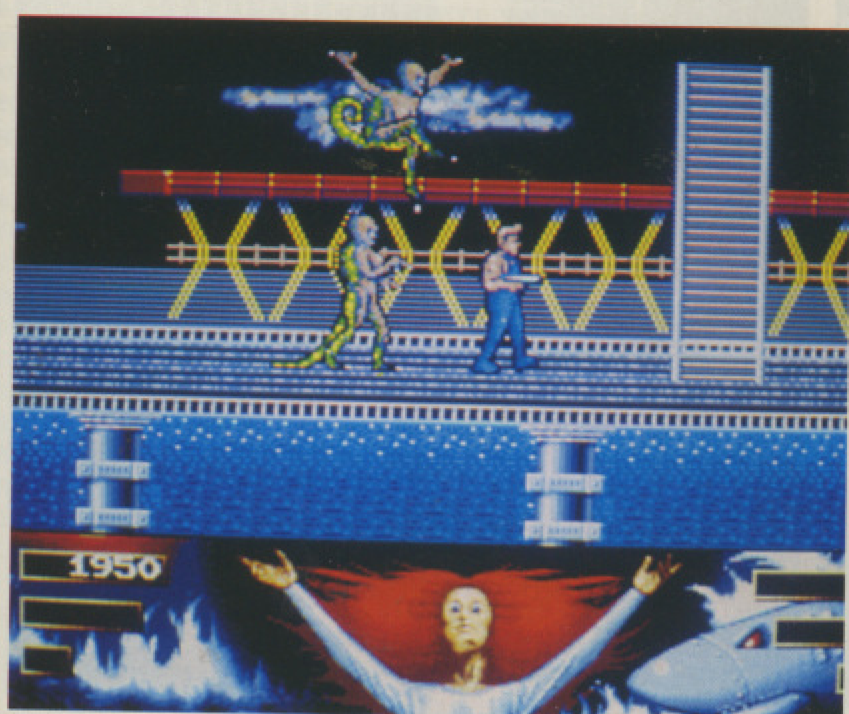


A bit of a sleeper in its arcade form, *Thunderjaws* has finally made it to the Amiga after a six-month development time. Unfortunately, though, the premise set by the game's brilliant scenario isn't quite borne out by the game itself. Set in the not-too-distant future, the voluptuous but thoroughly evil Madame Q has set up a sprawling underwater base and is kidnapping thousands of beautiful babes for her unnatural experiments. Thus, with a shortage of well-rounded cuties about to hit the western hemisphere, the government has acted by sending in a team of experts to free the hostages and put an end to Madame Q's meddling.

Converted from the obscure Tengen coin-op, *Thunderjaws* is the work of Neil Harding and Lloyd Baker, who have been battling with the conversion since January. However, although the gameplay has been recreated faithfully, it still comes across as tired and, frankly, far from exciting or addictive. These problems have been inherited from the coin-op, though, so fans of both the arcade parent and the Amiga version of *Rolling Thunder* (which *Thunderjaws* is the unofficial sequel to) should be happy with the conversion. In all, Madame Q's aquatic base spans thirteen areas, and standing between our two lantern-jawed heroes and the final face-off are a series of horizontally-scrolling stages featuring all manner of mutated and robotic nasties.

Before the game enters its familiar *Rolling Thunder* territory, the actual gameplay is split into two distinct gamestyles, with the two heroes initially left to swim through shark and mine-infested waters until they reach one of the bases. Starting out in the murky seas leading up to the first base, the diver (or divers in two-player mode) start the game armed with a trusty harpoon and an unlimited supply of spears. From either side of the screen, cybernetic sharks, ➤

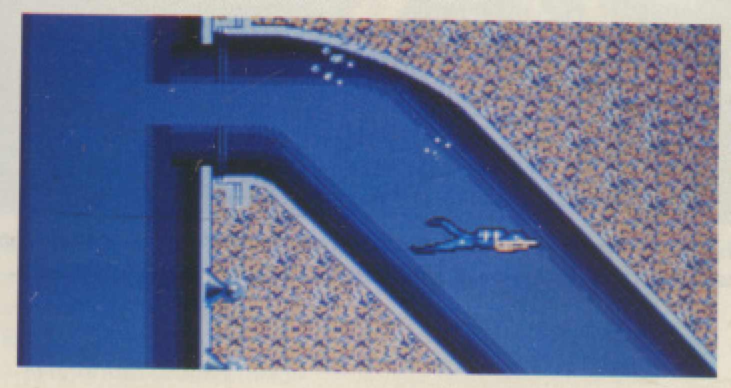
THUNDERJAWS



As the two heroes delve further into Madame Q's lair, in true B-Movie style the reason behind the kidnappings becomes apparent. The stolen cuties have been turned into Lizard-Women, and must be killed instantly.



One of the coin-ops most endearing features, the large chunky sprites used for the divers and their adversaries, unfortunately proved too difficult to recreate on the Amiga



THUNDERJAWS

enemy divers, and assorted mines and chemical spillage appear, and these must be avoided or one of your three lives will be lost. The coin-op's sprites were large and bold, with massive bio-mechanical sharks and suitably beefy divers pouncing on the unwitting player, and to say that the conversions' sprites are a little disappointing is a massive understatement. I understand that Domark were forced to reduce them so that the entire game could be squeezed into the Amiga, but the tiny divers and miniature sharks are far from impressive, can hardly be described as imposing or menacing and give the game an unfortunate 8-bit look.

Things start to look up on entering the base itself. The puny sprites of the underwater section are replaced by chunkier and more colourful characters, and there are some impressive end-of-level guardians. However, the animation undermines this initial good impression. As progress is made towards the wayward Madame Q, the levels start to expand with the addition of ladders which take the game away from the normally horizontally-scrolling area, and into a larger, eight-way-scrolling shoot 'em up. However, as he struggles up the ladder, the animation on the main character is nothing short of laughable, and mars an otherwise good section.

These two gamestyles are swapped between as the two heroes progress, and the levels get harder as the enemy's intelligence is raised. The original coin-op was very cash-intensive, with the enemy attacking in their droves, and the necessary extra weaponry rarely available (unless more cash was inserted). In the cause of good gameplay, though, Neil has incorporated a system where the weapons appear slightly before you'll need them, and this makes the game far more playable. I don't want to sound unnecessarily hard on *Thunderjaws* because, as conversions go it is more than satisfying. However, the disappointing graphics and animation let it down badly and make an otherwise playable game look worse than it is. The improvements that Neil has made over the coin-op make the game easier to get into and more addictive to play, but my overall impression is of a weak game.

A playable conversion, but one for die-hard fans of the coin-op and its predecessor only methinks.

Steve Merrett

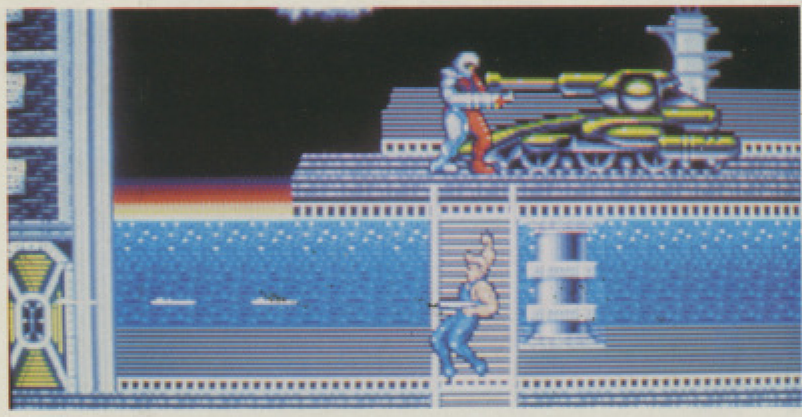
DRAWING THE LINE... The recent batch of arcade machines enable the player to complete them simply by pumping wads of cash into them. And whilst these massive beasts feature incredible graphics, the added difficulty means that they are far from playable. This particularly affects conversions, too, and just recently a line has had to be drawn so that a good balance between playability and difficulty is kept, whilst ensuring that the changes don't impair the gameplay at all. *Thunderjaws* is a perfect example of this, and the original coin-op's extra weapons were scattered liberally through the game and would expire just when they were needed the most. However, The Kremlin's John Kavanagh (the leader of the Thunderjaws team) wanted to make the game as playable as possible, and asked Neil to come up with a better system. And the result does actually make a difference without sacrificing the closeness of the conversion.

DOMARK £25.99

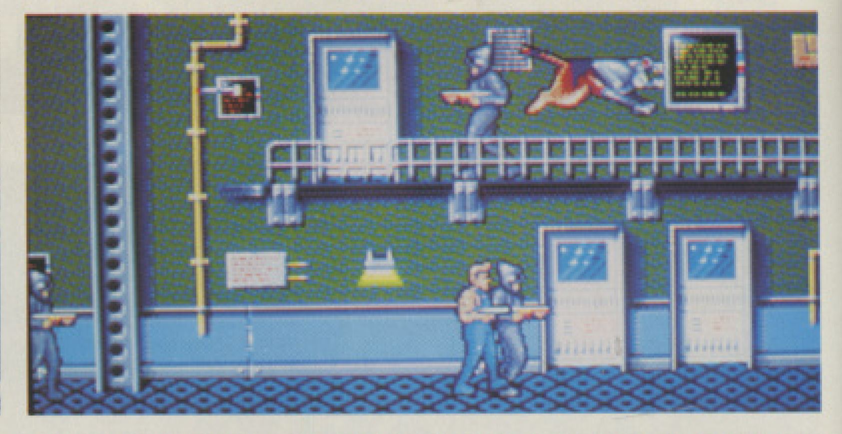
"A playable but graphically weak conversion"

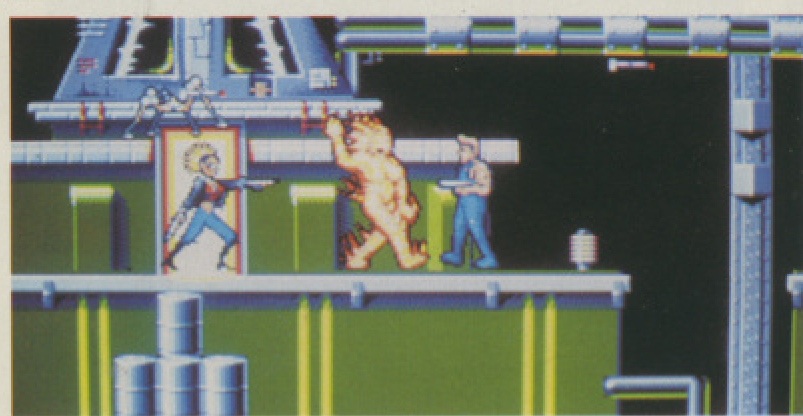
GRAPHICS	65%
SOUND	83%
LASTABILITY	79%
PLAYABILITY	75%
OVERALL	**77%**

In later levels things get progressively more difficult, with a bigger variety of uglies to vanquish. There's also a platform element added, too.



The enemy start to close in, with cyberhounds onto your scent. Luckily, ammo litters the level so lack of firepower shouldn't be a problem.

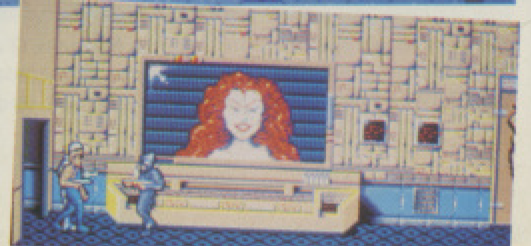




Things start to hot up in the later levels – literally! You'll be able to blast the molten men into piles of cinder with a variety of powerful blasters.



Some of the end-of-level guardians are huge beasts, but fail to appear menacing due to dodgy animation.



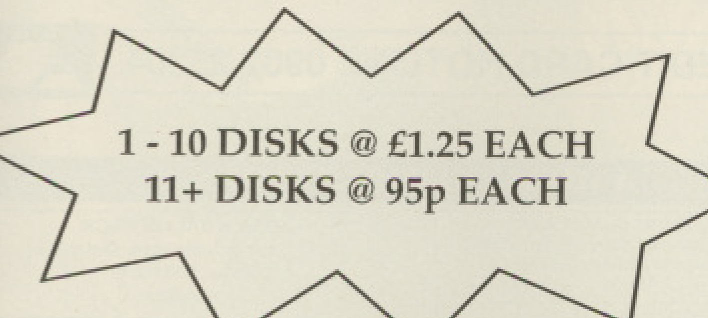
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CU 08/91



Rufus, the cool dude sent by future folk to ensure Bill & Ted's success. Below: Like wow dudes, someone better use the fire extinguisher before Joanie gets toasted!



BILL & TED'S EXCELLENT ADVENTURE

Bill S. Preston and Ted (Theodore) Logan, high school party animals and self-confessed cool dudes are destined for great things. Namely, founding a religion and being idolised by future generations because of their most 'bodacious' Californian interpretation of both the English language and Heavy Metal music. However, this will never happen if they flunk high school. This looks very likely until Rufus, a messenger from the future, sent to save mankind appears giving them the chance to get an A+ grade by doing a 'most excellent' history presentation. This involves bringing dead dudes like Socrates and Freud back from the past to present day San Dimas, to relate their own real life histories!

Equipped with a totally out of this world telephone booth, Bill and Ted have to dial historic dates and travel back to twelve different points in time to pick up the requisite number of dead dudes. This is either six or twelve, depending on the difficulty level. Some dudes, like Napoleon will follow as soon as they are found, others need to be given appropriate objects, such as a fire extinguisher for Joan of Arc, before they will enter the Time Booth. These objects can be collected on various levels and stored for later use. Only two 'historical heavies' can be carried in the phone booth at any one time so you must return to San Dimas regularly to deposit them in the local shopping mall for safe keeping.

The graphics are colourful but poorly drawn except for some digitised screens from the movie. The duo are only represented as one inseparable sprite and, although the various historical characters are funny, there aren't very many. The best thing about the game is its use of sampled sound taken directly from the movie. If you get something right the guys exclaim, 'EXCELLENT' and if you get it wrong, 'BOGUS'.

Bill and Ted's Excellent Adventure is fatally let down by a lack of depth both in the overall game design and on each level. It took me just seven minutes to complete level one the first time I played it, and level four ('the most difficult') doesn't require much practice to get right either. My advice is to spend a quid on renting the video first, then if you think it's the 'most excellent' comedy you've seen recently, and don't mind spending £24.99 on a game that only takes an hour or two to finish, I can recommend this most 'bodacious' piece of software.

Alan Dykes



A 'most excellent' collection of 'historic heavyweights'.



'Mikey' appears at San Dimas High. as Bill & Ted's grades soar .

SURF'S UP DUDES! Two guys travelling back in time to locate famous historical personalities may sound like a bad plot from the T.V. show Time Tunnel, but only the terminally uncool and those who haven't yet seen the cult American comedy could possibly hold such an opinion. *Bill And Ted's Excellent Adventure* is a tongue in-cheek adolescent romp through time with two mind-blowing high school dudes from San Dimas, California. These guys use loads of adjectives like 'most bodacious' and 'bogus, dudes' so be warned, if you don't like Sunny State surfing slang don't read this review or, more importantly, DON'T WATCH THE MOVIE!

ACCOLADE £24.99

"Too easy to complete, for real fans only..."

GRAPHICS	64%
SOUND	70%
LASTABILITY	57%
PLAYABILITY	65%
OVERALL	**57%**

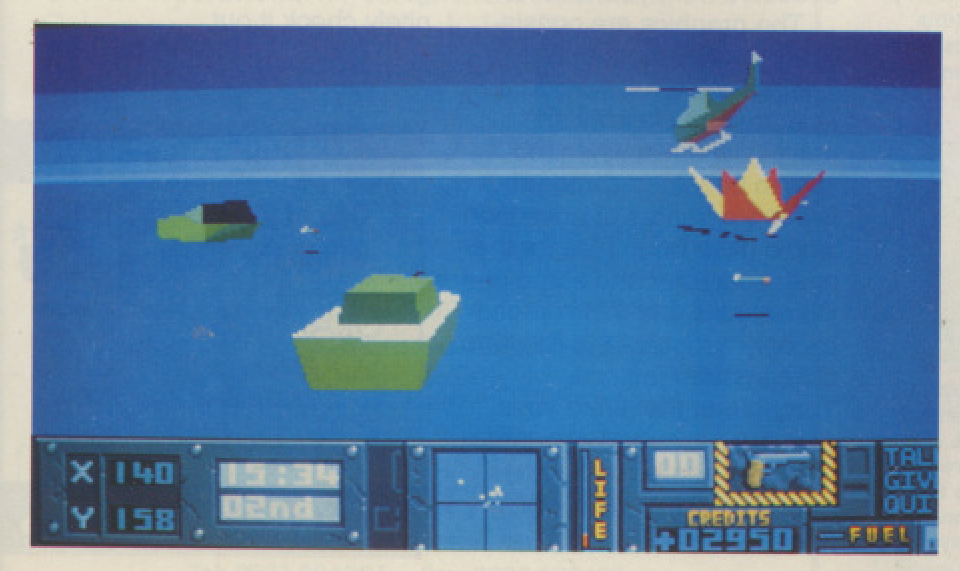


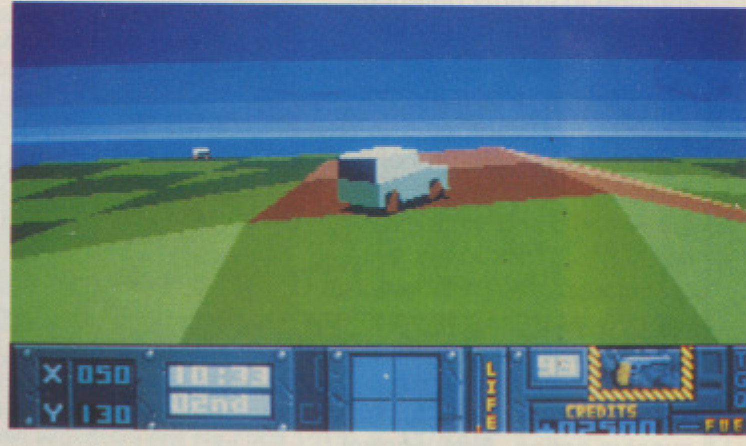
HUNTER

Ever sat down to watch a blood'n'bullets movie and found yourself screaming at the hero to single-handedly take on the combined might of the enemy forces with his pop gun, wipe out their impregnable installations with a single grenade, free the hostages, and save the day? *Hunter*, the long-awaited 3D epic from Activision, puts you in this one-man-behind-enemy-lines cliché and allows you to run riot where Schwarzenegger, Stallone and Chuck Norris fear to tread.

The Hunters of the title are an elite band of troops who make Lee Marvin's Dirty Dozen look like a bunch of wimps. A Hunter's job entails going deep behind enemy lines, blowing up strategic installations, assassinating key military figures, and causing general mayhem. As one of these super-troopers your mission is to take on a powerful invading force, single-handed by using whatever equipment you can get your hands on.

Each mission starts off at HQ, where you're given your orders. After that it's off to your hut to collect a map, a log book to keep track of mission targets, and a couple of Aerial Observation units. When activated, the latter zoom a couple of hundred feet into the air and beam back a map of the surrounding area including positions of vehicles, buildings and people. Most buildings are civilian bungalows which contain little of importance. Hangers, on the other hand, often contain vehicles and assorted supplies. And, as with the real thing, powered transport requires fuel, and without a couple of cans of four star





Forget the jeep, your best bet is jumping into a tank. After all, a jeep's no good for storming an enemy building, and a tank will stand up against the enemy fire with more chance of survivial.

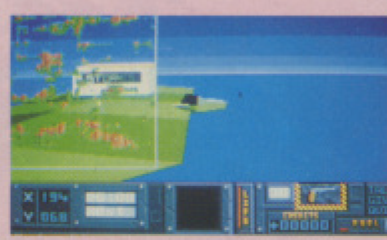
MOTOR-VATION

There's nothing stopping our hero from walking everywhere (apart from on the occasional river), but its time consuming and very tedious to watch. To speed things up, a variety of vehicles are included. Cars, jeeps, lorries and ambulances are all fast and you can roll down the window to take pot shots at enemy troops. Guaranteed to deal with traffic jams are tanks, which come in two varieties. Also, if you can't be bothered to change from boat to wheels when you hit dry land you could try finding a hovercraft, which can go over any terrain. Finally, fly boys can try helicopters while environment freaks can settle for push bikes and windsurfers.

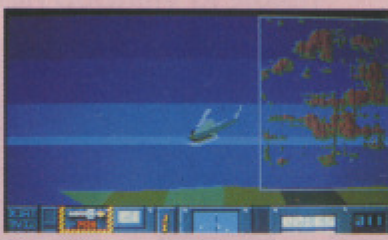




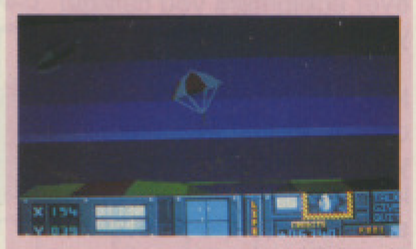
Your mission always starts with a briefing at HQ. One mission has you infiltrating the enemy lines before blowing up forts, communication centres and fuel dumps. Another one requires selected targets to be blown up within short time-limits. Finally there's the Hunter mission where the player must journey across the land and assassinate the enemy general.



The enemy army aren't going to capitulate under a barrage of harsh language, so the first stop is the armoury. Tool up with the latest hardware such as a rocket launcher, explosives, grenades, bombs, Air to Surface Missiles and Surface To Air Missiles.



Hunter's many modes of transport vary in their effectiveness. Boats are fine, but if you really want to get somewhere you're going to need some wings. Helicopters come in two forms: heavy duty 'copters are slow, can't fly too high but can carry 100 pound bombs. Attack choppers are fast, can fly higher than Surface-to-Air Missiles and carry Air-to-Surface Missiles.



You've reached your first objective and it's well guarded. If landing is too risky you could always attempt a midnight parachute drop (this also earns you bonus credits when the helicopter runs out of fuel and crashes).



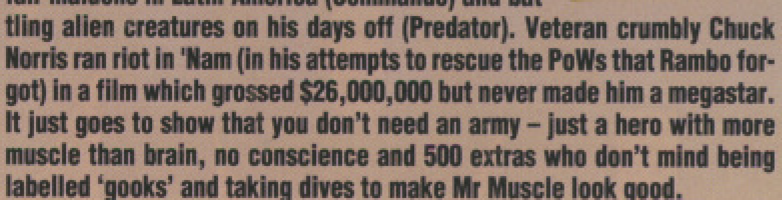
Your first target. Coax the old man into giving you info on the whereabouts of your next contact. If you don't get any messages here you're on your own. It also pays to be cautious if you're in a vehicle near an informant's house. One stray shot from a tank and your mission will be scuppered.



The maps only shows your position, but the Aerial Observation Units will spot the enemy bases and positions.

DON'T PUSH ME!

Do you ever get the urge to strip down to your boxer shorts, smear your body with animal droppings and take on the entire army of some third world country? No? Well some people must judging by the success of action films such as Rambo, Commando and Missing In Action. The Rambo films were written by, and starred, Sylvester Stallone. The first had him up against corrupt cops in America's deep south, in the sequel he took on the entire Vietnamese army for breakfast and rescued American PoWs in his lunch hour. The final film saw Stallone, his bazooka and baby oil taking on the might of the Soviet Union in Afghanistan. Meanwhile, Arnold Schwarzenegger was rescuing fair maidens in Latin America (Commando) and battling alien creatures on his days off (Predator). Veteran crumbly Chuck Norris ran riot in 'Nam (in his attempts to rescue the PoWs that Rambo forgot) in a film which grossed $26,000,000 but never made him a megastar. It just goes to show that you don't need an army – just a hero with more muscle than brain, no conscience and 500 extras who don't mind being labelled 'gooks' and taking dives to make Mr Muscle look good.



you could find yourself without a ride.

Enemy vehicles are often the most convenient way to attack a target, especially the tanks which have large 80mm guns which can destroy anything with just three shots. Naturally, the enemy are wise to your appropriation of their equipment and many islands are littered with tank traps, land mines and computer-controlled rocket batteries. Even your helicopters aren't immune to enemy defences, and tracer guns blast hundreds of bullets into the air every minute whilst the deadly SAM batteries are always active. Control of land vehicles is very simple, using the forward and back directions of the stick to accelerate and brake, and the respective directions turning the vehicles. What is lacking, though, is a reverse gear, which would be very useful for faster evasive action. Also, control over the choppers is made slightly harder with a combination of forward and fire increasing lift, and a reduction in thrust needed before the beast can start moving and killing. Points are recorded in the form of credits, and every time an enemy soldier, vehicle, or installation is blown up you get paid for it. However, if you blow up civilians, their property, or wildlife (yes there's flora and fauna in the shape of flowers, bulls, rabbits and birds), a fee is deducted from your account.

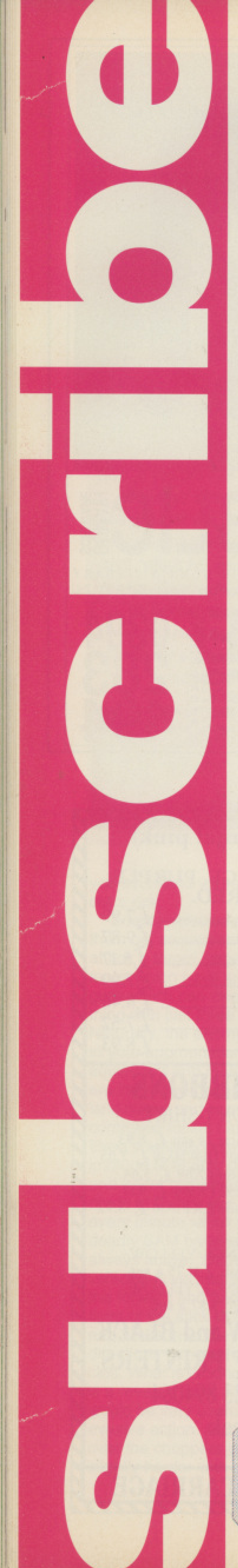
The graphics are consistently good throughout. They're colourful, contain a nice amount of detail and don't slow down when the screen becomes cluttered. A few more frames of animation would have been nice for the main character and some of the animals, but this is probably only noticeable to haggard old computer journos. Throughout the game your ears are assaulted with a barrage of sampled explosions, growls and the odd seagull squawk, which is easily silenced by well-aimed helicopter rotor blades. Apart from being big, *Hunter* is also incredibly absorbing. Although the missions have time-limits there are no constraints as to how you must complete them, and this flexibility is severely lacking in past attempts at accessible 3D games. If this had to be categorised, I suppose I'd call it a thinking persons 3D shoot 'em up. Whatever it is it's good and you should definitely check it out.

Mark Patterson

ACTIVISION £29.99

"One of the best twists within the 3D genre."

GRAPHICS	89%
SOUND	84%
LASTABILITY	89%
PLAYABILITY	90%
OVERALL	**89%**



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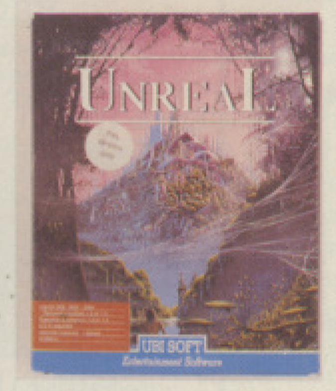
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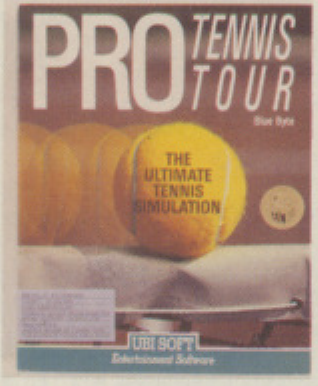
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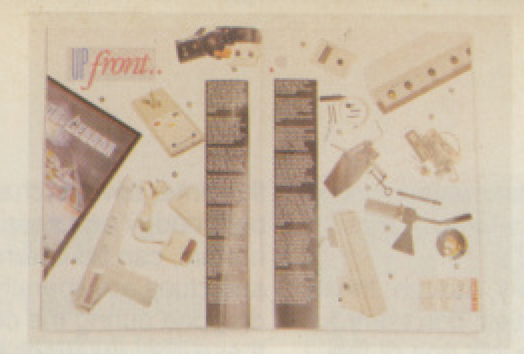
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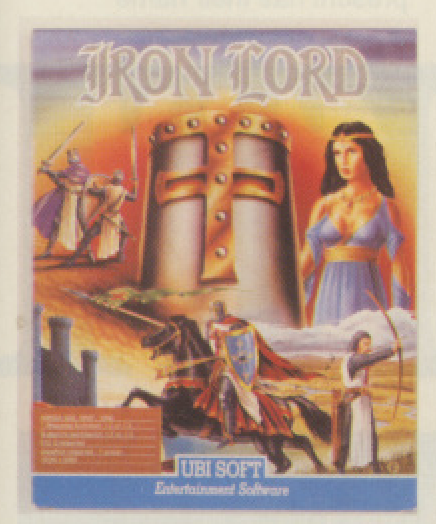
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Murder mystery games on computer have been much neglected. It's a genre ripe for exploitation, especially with the new era of CDTV just around the corner. In fact, the only recent attempts – which include *Vera Cruz*, *Cruise for a Corpse*, and *Operation Stealth* (displaying a predominantly French slant to the genre) – have been graphically impressive, but lacking in the all-important gameplay area. In addition, the games often lose a lot in the translation, with some very odd phrases turning up – a trait that seems to have been carried through with *Maupiti*. For instance, the box blurb says: 'When we arrived I immediately knew there would be a heated ambiance ... a very heated ambiance.' There's nothing I like more than heated ambiance – whatever that might mean!

Fortunately, though, these lingual 'oddities' don't detract from making this one of the best whodunits I've played. It's impressive graphically, superb in the music and sound effects department and plays simply and easily.

The plot revolves around one Detective Jerome Lange, the gumshoe who first made an appearance in Lankhor's *Mortville Manor* back in 1989. His return sees him investigating odd goings-on at the eponymous Maupiti Island. A girl called Marie – or Mary if the contradictary box blurb is to be believed - has been kidnapped, so Jerome sets about solving the case by roaming the tropical paradise, and scouring for clues. During this time, several characters, both dodgy and seemingly normal, can be interrogated and clues are liberally dropped during the course of these conversations. However, someone is out to stop your investigations and most of my sleuthing ended in murder – namely mine.

The game opens with Jerome in his cabin, and above this a series of icons and options are secreted within an attractive bamboo border. These are then accessed with the mouse, and enable Jerome to talk, take, read, argue, and question, along with a whole host of other options which appear as and when they are needed. There are some very nice animated touches, such as moving fans and butterflies, which add to the claustrophobic and oppresive atmosphere really well – you can feel the heat of the tropics coming off the screen! Couple this with some amazing music and sound effects, and the development team have created a quality that's often lacking in computer games and vital in whodunits – the all-important atmosphere. Occasionally, though, this atmosphere is punctured by the aforementioned bad translations, one of which informed me that, while searching my own cabin and trying to lift a desk lid I was, 'badly raised'. Quite what it meant, I'll never know.

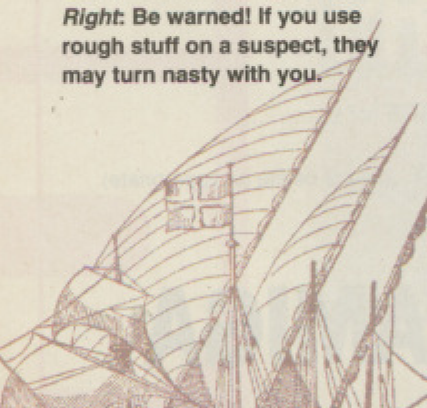
On entering a new screen, the game informs you of who else is within the room. And from here, the collection of clues begins. Anyone who is present has their name

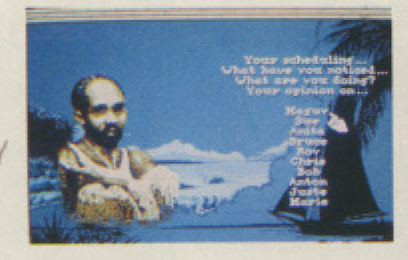
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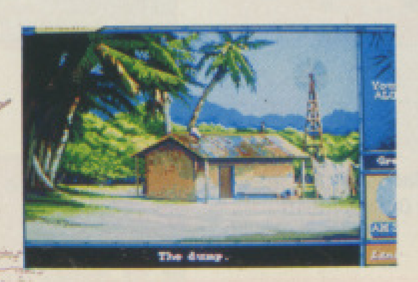




Right: Be warned! If you use rough stuff on a suspect, they may turn nasty with you.









BROUGHT TO BOOK

If you enjoy computer crime – and we don't mean hacking – you might like to checkout these classic whodunit books.

The Daughter of Time (1951) by Josephine Tey, Penguin. An investigation into the murder of the Princes in the Tower. Was Richard III really the killer?

The Murder of Roger Ackroyd (1926) by Agatha Christie, Fontana. This is the book that turned Christie into the Queen of Crime. We defy anybody to guess the ending.

The Hound of the Baskervilles (1902) by Sir Arthur Conan Doyle, Penguin. A gigantic hellhound brings terror and death to Devon. Sherlock Holmes investigates.

The Hollow Man (1938) by John Dickson Carr, Penguin. A clasic locked room murder.

And Then There Were None (1939) by Agatha Christie, Fontana. One of the most intriguing puzzles. Is the last person left living really the murderer?



This Nickelodeon plays a mean tune once you load up the mechanical program. Play it again...and again...if you so wish.



ISLAND

shown at the top of the screen, and simply by clicking the pointer onto their sprite, a conversation can be struck up. As their face appears in close-up, their answers come across via some rather robotic speech synthesis, and anything useful that is said can be committed to memory. Once again, though, these conversations fall foul of the dubious translation. Take my questioning of Bruce, a rough-looking sea dog type, for instance. From the start I was thrown by his greeting: 'Hello, sailor'. Was I hearing things? Rather worried, I pressed on. What did he think of the island, I asked? 'I like stopping at Maupiti. I have my little habits there,' he replied. I decided I didn't want to know about his little habits and moved on.

For the tougher characters, an option allows you to lay into them, but the manual recommends that you avoid this avenue as much as possible. In addition, as an undercover sleuth, it will also draw attention to your movements and make your task even harder. Although not up to the standard of *Operation Stealth*, *Maupiti Island* is a neat game let down by the dodgy translations. OK, so this is a minor point, but it can get annoying and I would have hoped that more care could have been taken. Even so, solving Marie's (or Mary's) kidnapping should keep all you would-be Philip Marlowes and Mike Hammers busy, and is recommended for its novelty value alone.

Paul Boughton





The game starts in Jerome's cabin, but what clues can be found here?

LANKHOR £25.99	
"One of the best Whodunits to grace the Amiga. . ."	
GRAPHICS	85%
SOUND	84%
LASTABILITY	80%
PLAYABILITY	85%
OVERALL	83%

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Set a thousand years after the catastrophic events experienced in *Millenium 2.2*, *Deuteros* tells of mankind's 'new space age' and the fortunes of the mutated humans that colonised the solar system in the year 2200. The races are at war with each other and mankind, having recolonised Earth (at the end of *M2.2*), has grown complacent and consequently forgotten the space technology that it developed for survival all those years ago.



DEUTEROS

The game plays and feels very much like its predecessor. The main screen offers access to a number of sections, each of which controls different elements of the development of your space program. Additional options become available throughout the game, but the initial stages see you assigning people to train as researchers, marines and production workers. Once trained, your researchers must invent the various parts of a space shuttle before it can be assembled and your crew can fly it into space. There are further types of construction that can only take place in space, such as galactic starships.

The graphics may have changed, along with most of the space craft, but it still follows the same linear sequence of events. Personally, I don't think that's a bad thing, but you might feel that the gameplay could have been enhanced, especially when you consider that titles such as Virgin's *Supremacy* have clearly demonstrated what can be done with this type of game.



After spending hundreds of hours developing a warp drive, your ship begins to take shape.

You only have limited supplies of raw material with which to play with, so you have to pick and choose which parts of the space program are essential and which areas can endure delays.

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"Space opera strategy game lacking depth. . ."

GRAPHICS	60%
SOUND	50%
LASTABILITY	50%
PLAYABILITY	75%
OVERALL	**70%**

WILD WHEELS



And they're off! Create metal-bashing mayhem as rival teams of cars aim to make scrap metal out of their opponents.

Written by Red Rat, who recently enjoyed success with MicroProse's *International 3D Soccer*, *Wild Wheels* utilises the same 3D pitch but replaces the players of the former with a series of hotrods and a grossly over-inflated ball. *Wild Wheels* is a sport invented to relieve the pent up frustrations of our ecologically-sound future society, and is played by a team of six vehicles using traditional petrol-driven engines, rather than the electric or solar ones that Joe Public has to drive.

The player starts the game with a team of weedy 'Shrimp' mobiles which are, frankly, not up to much. Play commences when a massive steel ball has been dropped into play with the subsequent action viewed from directly behind the player's car. The screen then scrolls to follow the vehicle's every movement across the pitch. The opposition's cars immediately start to chase the ball, aiming to knock one into your goal. Win a match and you get to enter the speed shop, where the player is given the chance to buy a series of enhancements for more powerful vehicles before taking on the next of the ten computer-controlled teams.

A neat hybrid of the car and footy genres, *Wild Wheels*' is let down by the repetitive nature of its gameplay. The bonus goodies that appear during each match add a little further interest, but on the whole the action is very

You start the game with a 'Shrimp', an easy-to-drive car which isn't the high-performance demon you really need.





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GRAPHICS	65%
SOUND	62%
LASTABILITY	51%
PLAYABILITY	70%
OVERALL	**55%**

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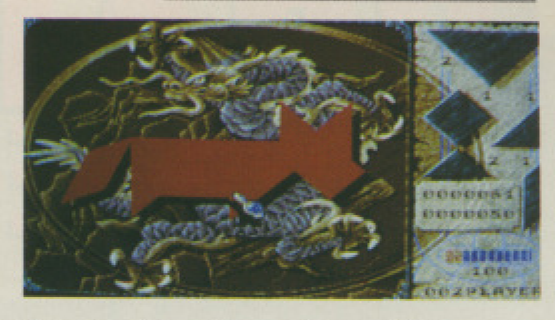
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TANGRAM







Many of the most addictive games have also been the simplest to pick up and play. *Tetris*, *Arkanoid*, *Pipemania* and *Asteroids*, to name but a few, have an elusive but addictive quality which keeps the player coming back for more in the hope of getting 'just that little bit further'. Now, from Thalion, comes *Tangram*, a Chinese game that is over four thousand years old.

Each game has the player starting with an orange silhouette on the screen, and seven basic shapes to try and fill it with. There are five triangles of various sizes, one romboid and one square. The shapes will exactly fit the silhouette if fitted correctly. By pressing the mouse button, each shape can be rotated prior to placing them on the board. There are 200 different shapes to fill and they range in difficulty from 'impossible to get wrong' to 'no way are those shapes going to fit in there!'.

There's also a timer option which increases the pressure without lessening the fun.

The game's graphics are functional and there's a choice of lively tunes to soothe your weary brow as you struggle with some of the more complex puzzles. All in all, a brain-straining puzzler which should provide hours of fun and frustration.

Mat Broomfield

THALION £25.99

'A good conversion of a classic puzzle game'

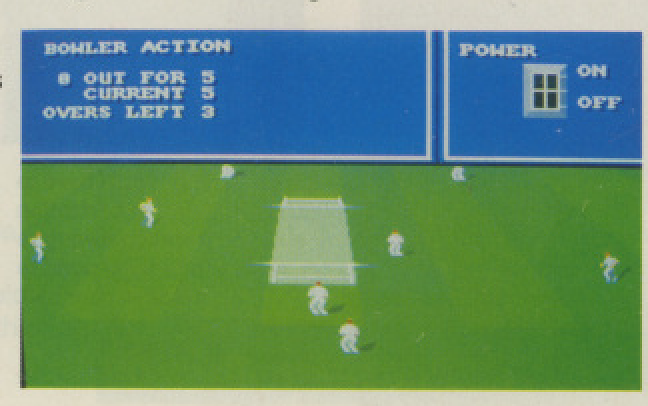
GRAPHICS	60%
SOUND	75%
LASTABILITY	60%
PLAYABILITY	85%

OVERALL 70%

CRICKET

Now that the England cricket team are starting to prove their worth (at time of writing they'd just whomped the Windies in the first test and drawn the second), people are starting to take a renewed interest in cricket sims. Unfortunately, *Cricket* from Soundware is a poor attempt at recreating the excitement of leather hitting willow.

The game starts with the team selections. England, Australia, New Zealand and the West Indies are included and their respective team members can have their attributes for batting, bowling and fielding altered. Following this, the players step out onto the field for the opening over. It's at this stage the game takes its downward plunge from which it never recovers.



The action is viewed from behind the wicket keeper, regardless of whether your team is fielding or batting. The power of a bowl, the aggression of a fielder or the strength of a throw are all determined by pressing and holding down the fire button every time the fielding side bowl a ball.

Adding insult to injury, there's an almost embarrassing lack of intelligence on behalf of the fielders. If the ball is thrown and lands next to a fielder he will, more often than not, just stand there doing nothing. This is highly frustrating if there's a good chance of running someone out.

A good shot earns a round of digitised applause along with comments such as 'and it looks like a four' or 'he's been run out'. Apart from that, though, there is nothing to redeem *Cricket*. The awful control system is restricting, and the immobile fielders make for a frustrating game. I'd advise any true cricket fans to steer clear!

Mark Patterson

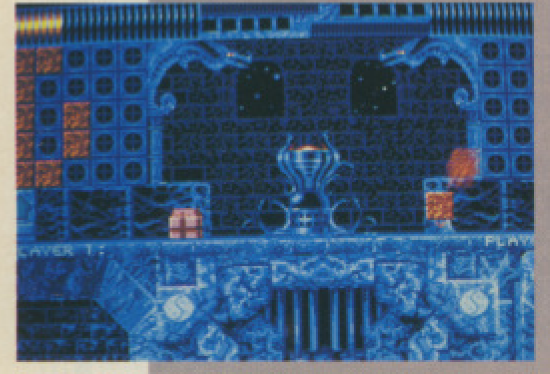
SOUNDWARE £29.99

'Cricket sim with few redeeming features. . .'

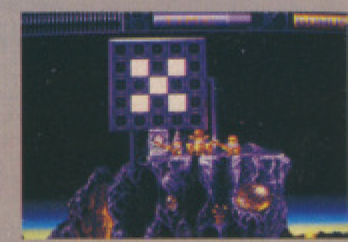
GRAPHICS	51%
SOUND	73%
LASTABILITY	40%
PLAYABILITY	30%

OVERALL 39%

BRAIN BLASTERS







If you get bored playing with yourself you can always play a pal in two-player mode. The puzzles don't get any easier but you can nick your opponents pieces.

The wizards are revolting (and it's not just their personal habits). Whichever one passes the test of IOZU will become the grand master and dominate the rest. To pass this test the wizard has to defeat the dark side of his spirit by completing a series of memory puzzles.

A pattern is displayed at the start of each level, which then has to be reproduced by you. Unlike most games you don't control the pieces. Instead you operate a little wizard who has to scurry around collecting the pieces of the pattern as they fall from the heavens and then place them on the board.

Initially, the puzzles are easy, normally consisting of textured squares that look like Swiss crispbread. When a slice of crispbread is placed on the board in the correct position a little light flashes to let you know you've got it right. As the game progresses the patterns become far more complex, often resembling human intestines with bits of biscuit stuck on top (seriously!). Reproducing that lot from memory is almost impossible.

The presentation is very slick. There's a good intro with sampled sound and a snazzy picture. The menu screen has a couple of finely animated dragons and there's an option that lets you trade gold (points) for tips which is another nice touch. When you've scored 1,750 gold pieces you can take the IOZU challenge where you have to avoid a swinging pendulum.

Brain Blasters is fun to begin with, but after the fifth level, or so, the novelty value begins to pale. There's a two-player mode where a couple of wizards can battle it out for the pieces but even this becomes boring. Devotees of memory puzzles in The Express will probably like this, otherwise you'd be well-advised to try before you buy.

Mark Patterson

UBI SOFT £25.99

"A nice idea, but doesn't warrant the price tag"

GRAPHICS	67%
SOUND	71%
LASTABILITY	63%
PLAYABILITY	73%
OVERALL	**65%**



CHALLENGE GOLF

If you have a pair of checked trousers and an equally loud shirt, then tee off with *Challenge Golf*. The game takes you to the four corners of the globe to play in four megabuck tournaments, battling to sink that little white ball on grass which looks like a green carpet.

Between one and four players can compete in *Challenge Golf*. It's best to start with the driving range, which is a 10-ball practice session. If you're a quick learner, though, you'll soon be skilled enough to put yourself down as a pro. Otherwise, be honest and own up to being a rank amateur or a novice.

Hitting the ball smoothly and correctly takes time with meters informing you of power and curve. The indicator on the curve meter enables you to hook the ball to the left or slice the ball to the right. You know if you've hit a perfect drive by the satisfying thwack when you clobber the ball. Then you can sit back and watch it fly upwards and onwards. Upon reaching the green, patience is the answer to sinking the ball while the line of your putt can be adjusted by clicking on the left and right arrow icons.

The practice option lets you whack merrily away at a mountain of balls while tweaking your driving skills. However, once out on the fairway the game lacks the excitement of a real-life tournament and the feel of match play. The graphics are functional rather than flash-harry, but fail to instill a sense of 'being there'.

Fiona Keating



Be careful! You'll have to judge your shot to perfection or else you'll end up having to wade through the pond to retrieve your ball.

ON-LINE £24.95

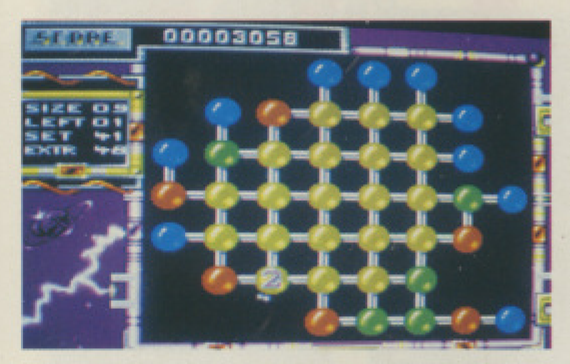
"New golf sim which proves a bit hit-and-miss..."

GRAPHICS	68%
SOUND	67%
LASTABILITY	65%
PLAYABILITY	64%
OVERALL	**60%**

ATOMINO

After Thalion's *Atomix*, comes Psygnosis' *Atomino*, another molecular puzzler where the aim is to join up a series of atoms to form a chain of molecules. Simple enough, you might think, but each atom has its own valance between one and four so that they need to combine with one, two, three or four other atoms before a complete molecule is formed. Any left over and you've failed in your mission.

Each atom's valance is represented by small stars which rotate around the atom. When one atom is place adjacent to another atom with spare stars, the two join together and one spare star from each atom disappears. When a complete molecule is created, it automatically disintegrates and the game moves onto the next, progressively harder level.



Some levels require you to build the molecule within a confined space whilst others may challenge you to repeat a set pattern or build a chain up to a predetermined size. To the right of the main screen is a pit which slowly fills with extra atoms which need to be placed on screen; if the pit fill up to the top it's effectively game over.

There are also joker atoms which can be placed next to any atom and bonus rounds. The graphics and sounds are simple enough, but its the gameplay that's the clincher. Once picked up you won't be able to put it down.

Tim Beer



PSYGNOSIS £25.99

"Molecular puzzler that'll drive you to frustration."

GRAPHICS	68%
SOUND	70%
LASTABILITY	75%
PLAYABILITY	79%
OVERALL	**77%**

JACK NICKLAUS' THE MAJOR CHAMPIONSHIP COURSES OF 1991

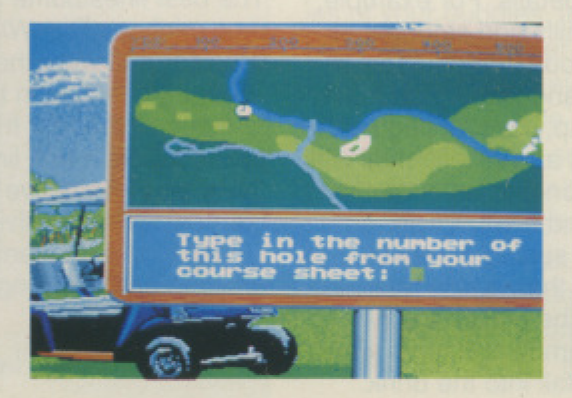
As one of the best golf simulations available on the Amiga, *Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf* (phew, what a mouthful and there's more to come) has spawned a whole series of course disks and complementary products since its release in 1989. These have included *Major Championship* disks for '89 and '90, an international course disk and an *Unlimited Course Design* package.

Major Championship Courses Of 1991 adds three famous golf courses, completing the collection to date and is designed to run in conjunction with either *The Greatest Eighteen Holes* or *Unlimited Course Design,* both of which represent the basic Jack Nicklaus' packages for use with add on course disks. This is the catch because if you're new to Jack's golf game and fancy a round on Royal Birkendale (the only English course), Heseltine National, Minnesota (U.S.A) or Crooked Stick Golf Club, Indiana (U.S.A.), you'll have to shell out for one of the original games as well as this expansion disk.

Existing owners will immediately recognise the graphics as well as the nagging slowness of new screen scrolling and disk loading. I was hoping, even within existing limitations that the graphics would be brightened up or scrolling modified but no luck here, unfortunately. That said there's nothing seriously wrong with the way the game looks and I don't think newcomers will be at all dissapointed.

The control system hasn't changed. There is a horizontal shot aiming indicator above the main screen, a power bar on the left hand side and a club type and number indicator on the right hand side. There's also a wind direction clock above yet another, smaller bar indicator for wind speed. Combine shot controls and indicators for that dream shot and hopefully score a hole in one!

The copy protection scheme involves being presented with a top view of one of the fifty-four holes on the disk, then finding it on the supplied I.D. booklet and entering its number. This is all rather annoying as the booklet is printed in blue ink on a dark brown background to make it photocopy proof – unfortunately it's almost unreadable.





Jack Nicklaus' Golf is still a very good game and for anyone who follows the professional golf circuit on T.V. *Championship Courses 1991* will add three instantly recognisable courses to their Amiga circuits. However, there's nothing new apart from that so if you've already had enough of the 'Bear' you should really look elsewhere.

Alan Dykes

ACCOLADE £34.99

"Nice new courses, nothing else added though."

GRAPHICS	81%
SOUND	70%
LASTABILITY	85%
PLAYABILITY	80%
OVERALL	**78%**



Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

MAFDET *and the* BOOK OF THE DEAD

This adventure takes place in ancient Egypt, but don't expect Christopher Lee's Mummy to be waiting around the corner. The malicious god, Seth, has stolen the Book of the Dead and vanished into the underworld. Without this book, no Egyptian can enter the afterlife when they die. You take the role of Mafdet, the cat goddess, entrusted to retrieve the precious volume. Collecting amulets along the way is extremely beneficial to your endeavours, as some provide extra life force, while others are needed to gain access to previously hidden areas. Journeying through the many drab dungeons and mazes is made a hazardous journey because of hostile bods wearing Egyptian headpieces. There are badly-animated swordfights aplenty, and a firm and sustained attack is the best way to make your foes disappear. Other nasties which impede your way are flying green-winged gorgons who spew forth flames and an annoying wasp which follows your movements and is very difficult to swat. I'm not too sure about the name Mafdet, but Polly Morphous would be a more suitable name, as the long-limbed heroine has the power to turn into cat in order to help pass some obstacles.





Sad to say, but *Mafdet* provides little in the way of exciting gameplay. There's very little variation or challenge in the adventure. However, the lurid graphics are one of the best things about the game, as the garish green and yellow hues used certainly make the game stand out. A game for those who aren't particularly bothered about the trivialities of dull and bog-standard gameplay.

WICKED SOFTWARE £4.99 OUT NOW 48%

CALIFORNIA GAMES

There's sun, sea and frolics aplenty in *California Games*, a compilation of six highly-entertaining sports. Taking part in all six events is the most testing, but if you feel like taking it easy, then compete in the events of your choice or concentrate on one event to become a world champion! The graphics throughout are eye-catching and brilliantly coloured. Some of the best touches are in the background details. For example, in the skateboarding event, the famous hills and signpost of Hollywood picturesquely frame your various manoeuvres of kick turns, hand plants and aerial turns. Next up, the foot bag event is the oddest and silliest of all with the player's on-screen persona kicking around a small bag, whereas the surfing contest seems more than a little hazardous with the player again attempting jumps and turns whilst trying not to fall into the drink.

Roller skating does not spring to mind as a particularly dangerous sport but, in sunny California, the odds of falling over banana skins or hazardous cracks in the road are extremely high. In fact, humour abounds in *California Games*. The best lines come in the BMX racing. Take a tumble and droll captions like 'What a bummer!' and 'Geek of the week' will inform of what the computer thinks of your performance. Probably the best in the series is the flying disk event, similar to a super-strength frisbee competition. Throw the frisbee as far as possible and line up the catcher to meet the disk with a flying leap! Attractive graphics of lakes and mountains complement a lively activity. *California Games* is an excellent compilation with plenty of diversity to keep you well occupied until the end of a long, hot summer.

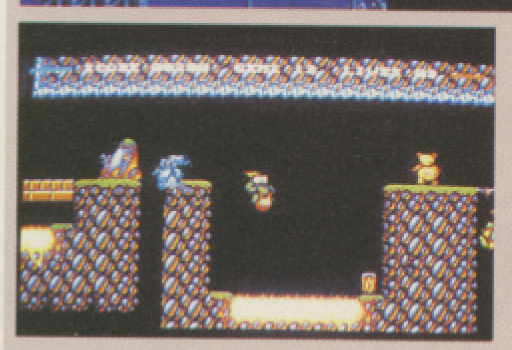
KIXX 16 OUT NOW £7.99 84%

FLOOD

Flood's hero is Quiffy, a chunky green creature who has to travel through numerous platform-packed underground levels in his bid to escape an ever-increasing water level and reach the outside world. Quite sensible really, as ol' Quiffy can't breathe underwater. Luckily, our little friend is a rather nifty swimmer and paddles about quite happily.

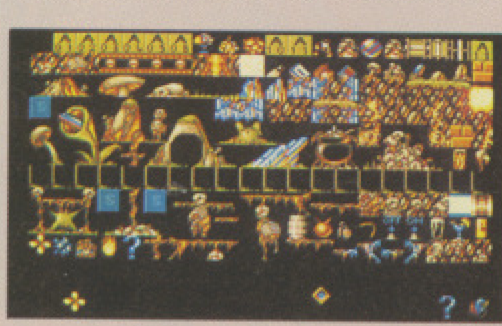






This is definitely a game for neat freaks as the aim is to collect as much trash as possible, and only when each level is squeaky clean can Quiffy move on. There are 42 levels to hoover up, plus some extremely nasty creatures to contend with. These beasties are definitely the highlight of the game. The scary ghost of Quiffy's aunt follows closely. Her touch is deadly, so complete a level double quick before being caught. Surely the weirdest of all, though, is the Psycho Teddy – a cuddly toy which has a terrible pair of gnashers in its stomach! Other meanies are as bad as their names would suggest: Bulbous Headed Vongs, Plonkin Donkins and Vacuous Gombos. Fortunately, though, Quiffy can pick up weaponry with which to protect himself, and his inventory contains flamethrowers, grenades and delayed action dynamite.

The sound effects are a notable feature of this game. A huge splash can be heard every time Quiffy belly flops into the water, and a sickening gulping noise makes the stomach turn as Quiffy is munched by a vicious snail or a Lumpy Wanderer! Although the sprites in *Flood* are small, they are perfectly formed and don't detract from the excellent and imaginative graphics. A fair degree of difficulty will ensure that this game is played during many a drought or downpour.



ELECTRONIC ARTS OUT NOW £10.99  **87%**



PREDATOR

It's tough being Arnold Schwarzenegger. Your best buddies have been slaughtered and skinned in horrific circumstances and your jungle green combat gear is badly in need of a visit to the nearest launderette. *Predator* is army action in which staying alive is extremely difficult to accomplish. A very atmospheric game, partly on account of the music, the suspense is built as the unknown 'Predator' stalks you from afar. Only when the screen turns blue, and a triangular viewfinder appears, does it become apparent that you are being watched by the alien hunter. The only thing that Big Arnie can do is run for cover. On passing the skinned bodies of your buddies, a good way to get over them is by blasting everything in sight. Jungle warfare is all about surprise attacks so *don't* be surprised by ambushes from lurking guerillas. Lobbing grenades certainly does the trick, but you only have three, so use them wisely. However, soldiers aren't the only hassle in the jungle, and it's wise to pick up one of your colleagues' dropped weapons when attacked by a flock of vultures. *Predator* is a shoot 'em up with very little to redeem it – you'd be better off buying the video.





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WATERLOO





You don't have to be mad to play this game, but it helps. It involves taking on the character and personality of Napoleon to plan strategy and tactics to beat Wellington at the famous battle of Waterloo. *Waterloo* is one of the best wargames ever to grace a computer screen. The 3D graphics are very detailed, showing villages, terrain features and army units. Using the mouse to click on various locations will bring up details of the Generals commanding that area and the distance from you. Very important factors to consider if you wish to start attacking the area.

Waterloo is not a game to pick up and start playing in half an hour. It is a fairly complex game with a comprehensive list of commands to become familiar with. The chunky manual has masses of information, not only on playing instructions, but also on Napoleonic warfare, tactics and a factual account of the Battle of Waterloo. A frustrating aspect of *Waterloo*, though, is its insistence on historical accuracy. All communication is forwarded by runners who are considerably slower than a walkie-talkie, so planning your moves in advance is advisable, otherwise a sluggish battle directive could lead to being caught off guard by the enemy. Similarly, to have a closer look at the battlefield, you'll have to move to potentially risky positions in order to get into the thick of the action. An option at the beginning of the game enables you to spy on the opposition, the computer informing you of the enemy's battle messages. All's fair in love and war, as they say.

Waterloo is a war strategist's dream come true. The overall view is excellent and there is a great deal to keep the midnight oil burning. Just beware of wearing funny hats, combing your hair forward and putting one hand inside your cardigan.

MIRROR IMAGE OUT NOW £9.99 85%

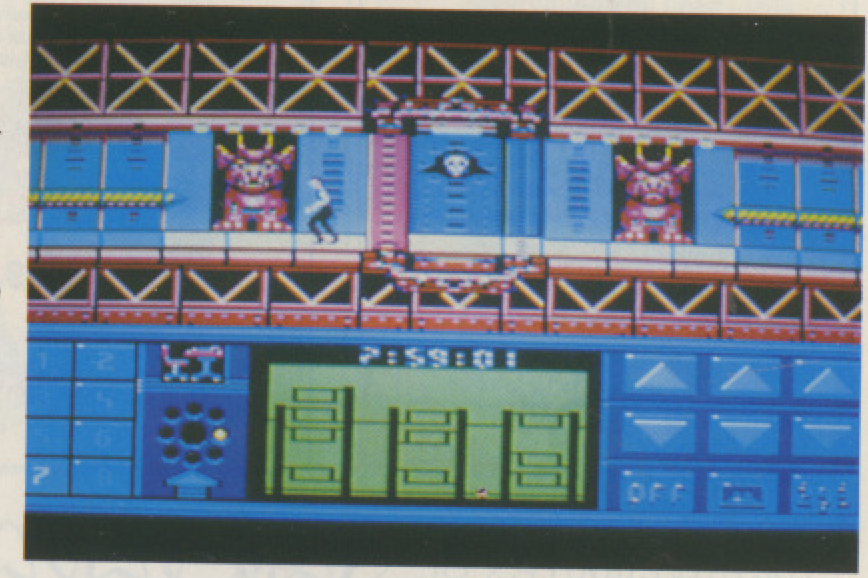
IMPOSSIBLE MISSION II

The fiendishly clever Elvin Atombender is on the rampage and out to destroy the world. As the special agent returning from the C64-only original, you especially wish to stop Atombender as you are rather fond of planet Earth. However, in *Impossible Mission II* there's a nigh-on impregnable fortress to make your way around, and the object of the game is to collect and assemble the three-digit pass codes to gain access to Elvin's tower. Once inside, several musical sequences have to be collected.

Finding your way around the fortress is great fun. Where would you be without your trusty pocket computer? It's an invaluable device as it helps to assemble passcodes that lets you move from tower to tower. A built-in tape recorder will put together the musical sequence you need to get into Elvin's tower. The robots that patrol the area are loyal in the extreme and dedicated to their work. They range from Minebots which crawl around laying booby traps, to the self-explanatory Suicidebots.

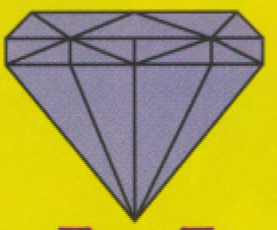
All of the agent's moves are superbly animated, and he can take small steps, somersault and balance precariously, which allows him to perform certain actions others in the genre don't allow. The graphics are a treat with pretty hues of pink and purple providing the backdrops plus the complex network of corridors and rooms to explore. In all, *Impossible Mission II* isn't as good as its predecessor, but is still playable platform fare that represents excellent value.

KIXX 16 OUT NOW £7.99 84%





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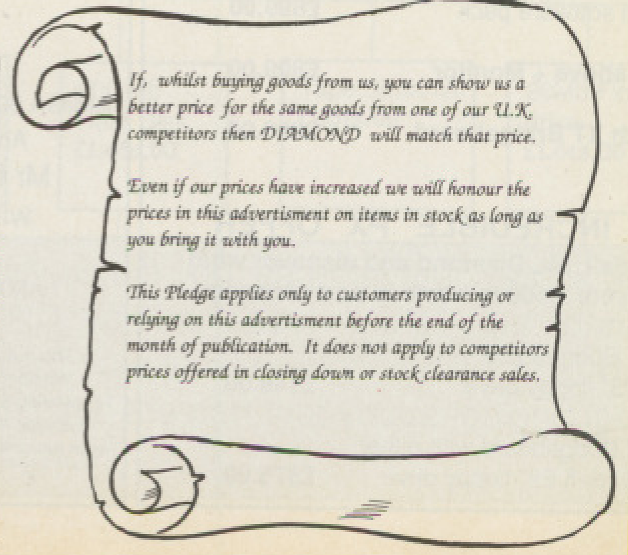
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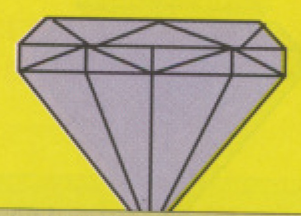
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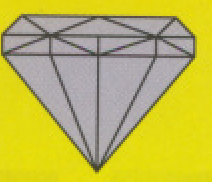
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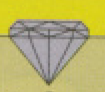
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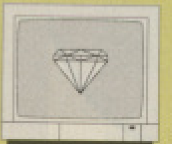
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GODS

Following the God-gantuan success of last month's level one playing guide, CU once again team up with the Bitmaps to make the road to divinity just that little bit easier.

GOD LUCK CHARM

There is more than one way to complete each world, and no world needs to be fully completed to finish the game. Most of the hidden puzzles serve only as bonuses. If you find yourself stuck in a section which you think is impossible, retrace your steps as you may have taken a wrong turn into a bonus stage.

UNGODLY

All monsters have attributes that define their strengths, weaknesses and behaviour. The hit point value determines how much damage it can take, and these can range from 10 for a weak creature to 250 for a guardian.

Later on in the game the monsters become more intelligent, leading to more spirited attacks. As a general rule, don't kill thieves as they're usually needed to carry treasure.

RESURRECTION

Extra lives are awarded at 50,000, 160,000, 300,000 and 500,000 points and then every 200,000. Fire crystals appear at 100,000, 250,000, 400,000 and 600,000 points.

These bonuses only apply if you play through from level one. If you use a password to start from another level then bonuses equivalent to the number of levels skipped. For instance, by starting on level three the first extra life will be awarded at 300,000 points.

Try not to let nasties sneak up behind you. Once they start firing you're as good as dead.



Take care when you jump at ladders. Falling to your death is an embarrassing way to die.

WEAPONS

TYPE	COST	HIT POINTS	STOPPED BY WALLS	STOPPED BY ALIENS
KNIFE	2500	1	YES	YES
THROWING STAR	5000	2	YES	NO
MACE	7500	3	YES	YES
AXE	10000	4	NO	NO
FIREBALL	12500	5	YES	YES
HUNTER	15000	5	NO	YES
MAGIC AXE	15000	3	YES	YES
SPEAR	17500	6	NO	NO
TIME BOMB	20000	20	NO	NO
LIGHTNING BOLT	30000	25	NO	NO

In level four the power of the axe increases to 12 hit points and its value to 17500.

LEVEL 2

WORLD 1

The world key is located in the Gem Room on top of a platform which is too high to reach. To lower the platforms an ice, water and fire gem must be brought into the room in that order. Collect the key then exit through the door by lever 4.

Hidden Puzzles

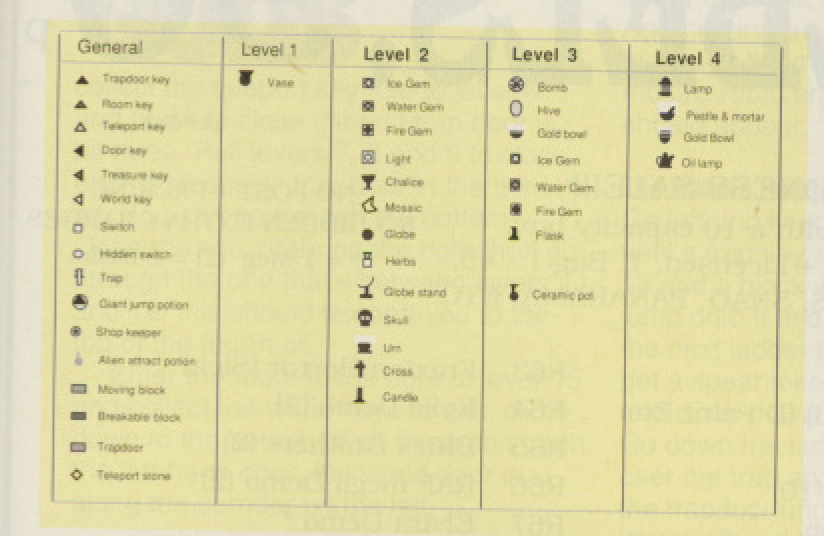
At the start of the level, walk to the right and press the first hidden switch. This will open a trap door. Go left and kill both centurions. If you have more than one life a gold key will appear. Beware! Collecting this triggers all the traps throughout the world.

Climb down to the chamber below the one you started in. Walk right until a thief appears, hang back and let him collect the shield that's behind the spikes. Now drop the gold key to lure him back then kill him and collect the shield. Jump back over the traps, wait for your shield to run out, and pull the lever to reveal a treasure key and a thief who'll collect it. Zap him, collect the key and go to the treasure room (door five).

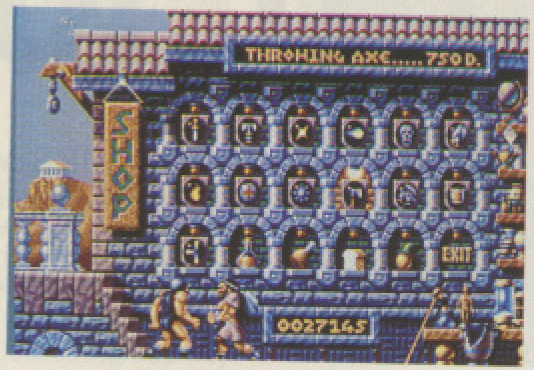
WORLD 2

Climb down the ladder to the platform under the narrow arc icon. Walk to the edge of the platform and jump onto the ladder on the right. Jump over the platform by lever one. Press the lever to blow up the trap below. Climb down.

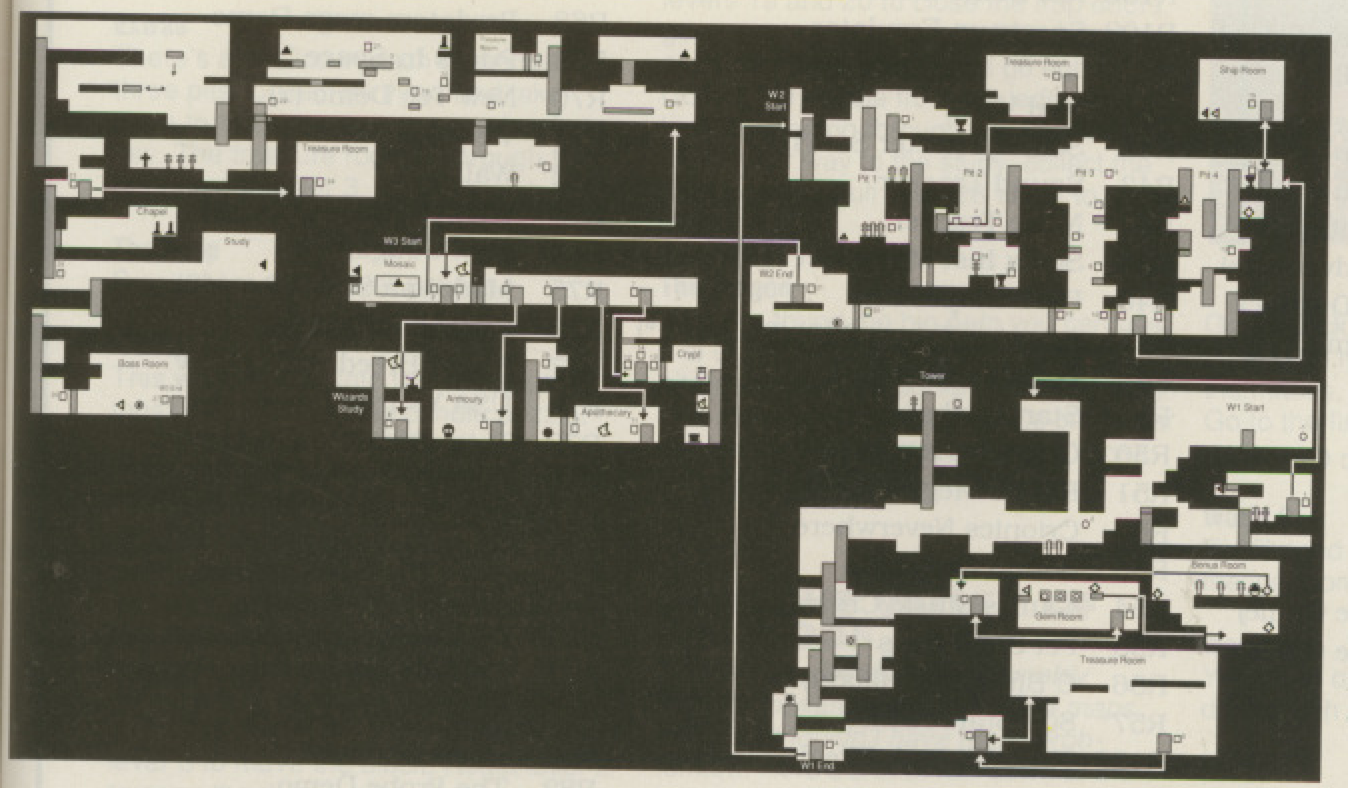
Go down the first ladder to the right and get off at the first opening to the left. Blow up the traps by pulling lever 1 then get the room key. Climb back up the ladder, walk right and drop off the ledge at the next ladder. You should now be in the second pit. Walk right and go up the ladder, go right again and jump over the gap. Climb down the next ladder and



General	Level 1	Level 2	Level 3	Level 4
Trapdoor key	Vase	Ice Gem	Bomb	Lamp
Room key		Water Gem	Hive	Pestle & mortar
Teleport key		Fire Gem	Gold bowl	Gold Bowl
Door key		Light	Ice Gem	Oil lamp
Treasure key		Chalice	Water Gem	
World key		Mosaic	Fire Gem	
Switch		Globe	Flask	
Hidden switch		Herbs		
Trap		Globe stand	Ceramic pot	
Giant jump potion		Skull		
Shop keeper		Urn		
Alien attract potion		Cross		
Moving block		Candle		
Breakable block				
Trapdoor				
Teleport stone				



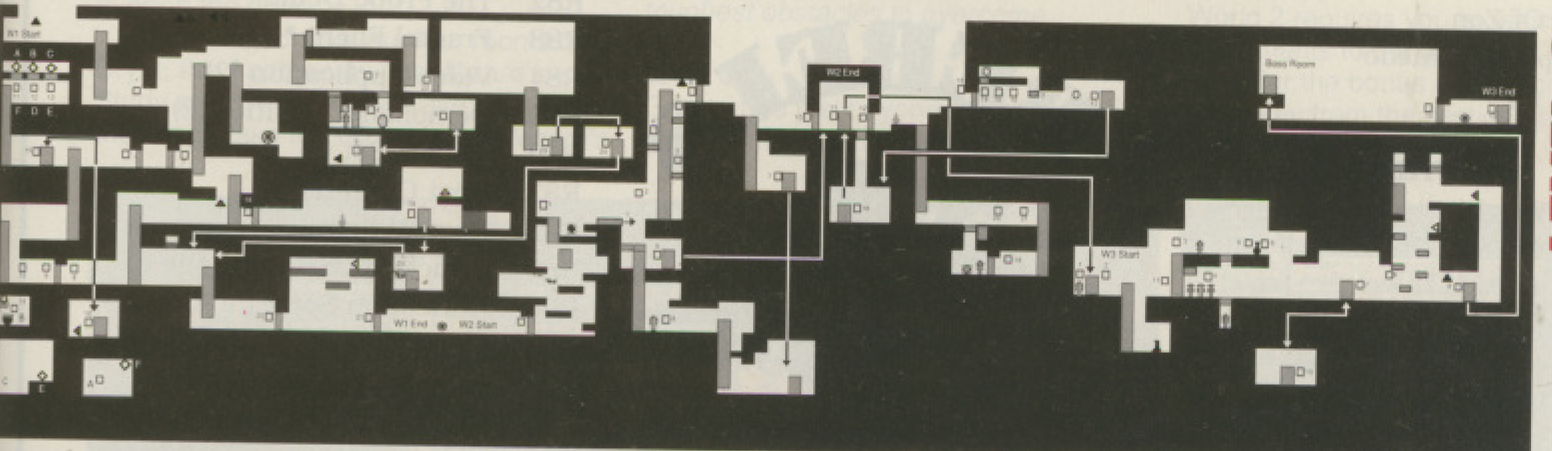
If you have any spare cash, spend it on power-ups and extra energy. Fireballs are also a sensible purchase. Spears tend to be the most effective weapon, it's sometimes worth saving your money until you can afford them.



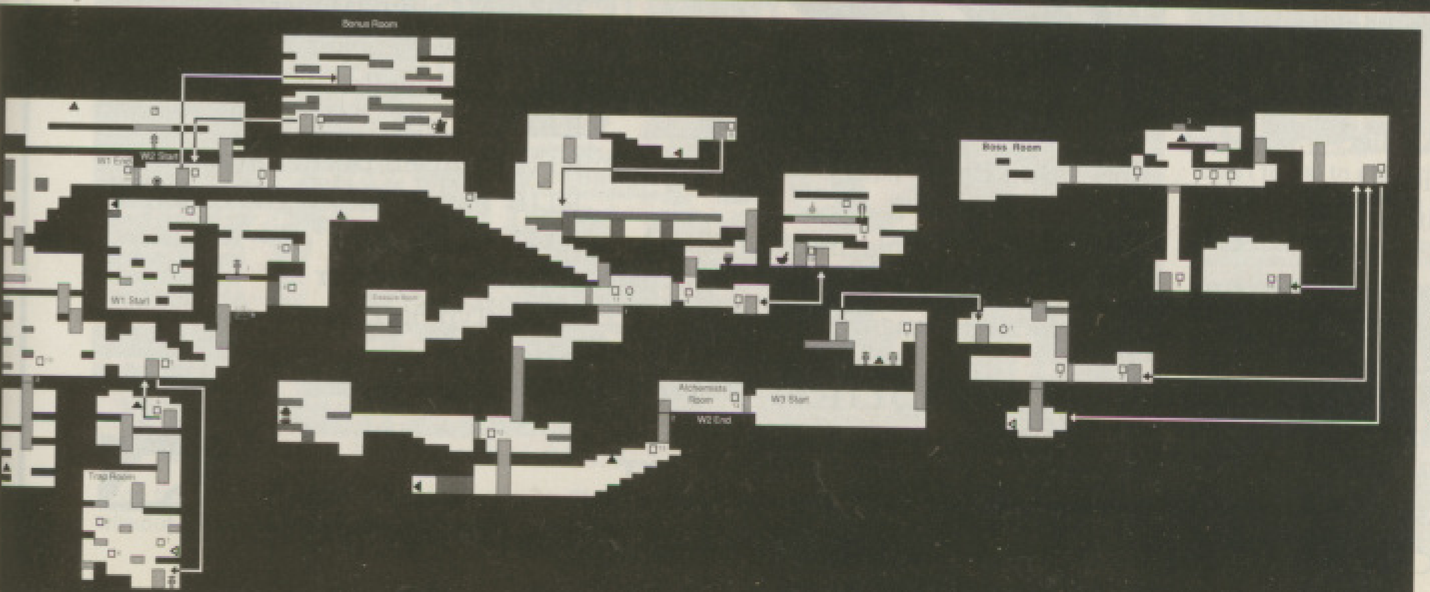
LEVEL 2

This level isn't too much harder than the first. Watch out for spikes at the bottom of the pits. It's often worth buying a freeze potion to help you escape from difficult situations, the disadvantage of this being that it takes up a precious inventory slot.

You can follow our short-cut, but if you want to cash in on the extra cash, weapons and lives you'd better not cheat. It pays to collect as much cash as possible on the easy levels to buy weaopon power-ups for the tougher stages.



LEVEL 3





Traps, dead ends, puzzles and zillions of monsters. Tread carefully, follow the maps and keep an eye out for hidden levers and important objects. Power-ups are essential here as the monsters can dish out as good as they take.

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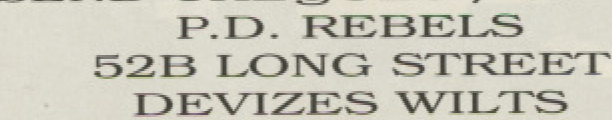


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GODS

collect the teleport key. Go to lever 6 and pull it to close the first trap door in pit three. Pull levers 7, 8 and 9 to close each successive trap door in the third pit. You can now reach the bottom. Open the two doors on the right then go through the one that's between levers 11 and 12, this should teleport you to the top of the fourth pit.

Enter the room to the right of lever 15 and collect the world key. To exit, climb down to the bottom of pit three and open the left-hand door, the world door is along the corridor on the left.

Extras
There's a chalice in each of the first three pits. Collect all three and take them to the ship room to get a treasure key. The treasure room is through the door next to lever 3.

The Shop
Buy spears and power potions.

WORLD 3
This world is split into two halves, the mosaic puzzle and the candle puzzle.

If you look at the wall in the mosaic room you will see an incomplete picture. Pick up the first piece of the picture which is on the right-hand side of the room, walk left and place it in the mosaic. Pull lever 1. Kill the two centurions and collect the trap key. Reset the lever to reveal a moving block, jump onto it and pick up the door key. Pull lever 2 to reveal the hidden door and pull lever 3 to move the block. Reset lever 2 to open the door.

Along the corridor are four rooms: the Crypt, the Apothecary, the Wizard's Study and the Armoury. Take the skull to the Crypt, take the Globe to the Wizard's Study and take the jar of herbs to the Apothecary to get the remaining three pieces of the mosaic. Return to the mosaic room and a teleport crystal should appear.

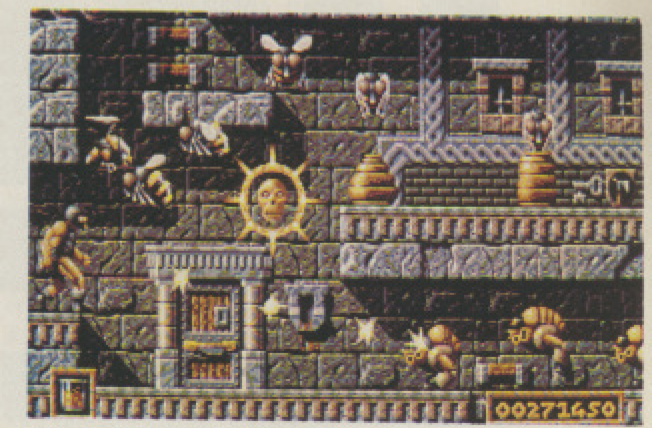
The Candle Puzzle
Go left and keep killing the monsters until a trap key appears. Return to lever 15 and a block will rise from the floor, jump onto it and climb the ladder. Go up the next ladder and kill the gargoyle to get a spear token. Collect the trap key and climb down the ladder. Pull lever 17. Go down the ladder, walk right, jump over the trap and pull lever 18 to close the trapdoor underneath lever 19. Use levers 19 and 20 to close the trap doors, go up and collect the trap key. Jump onto the moving block and go right. Collect the candle from the ledge, pull lever 22 and go through the opening. Make your way to the study, collect the door key and pull lever 26 to get to the dragon's lair.

The Dragon
If you've found the big gem you can use it to draw the dragon's fire, otherwise alternate between ducking and shooting. Don't kill the dragon when he's on the far right of the screen otherwise you'll lose some of the treasure.

INTO THE VALLEY OF THE GODS

The last two levels are reasonably straight forward – just follow the maps and you shouldn't have many problems(!). Here's a brief run-down of the toughest obstacles to overcome.

LEVEL 3
Go down to just beyond lever 1 then return to the start. Collect the trap key.


Bee hives have to be destroyed straight away, otherwise there'll be a swarm on your tail.

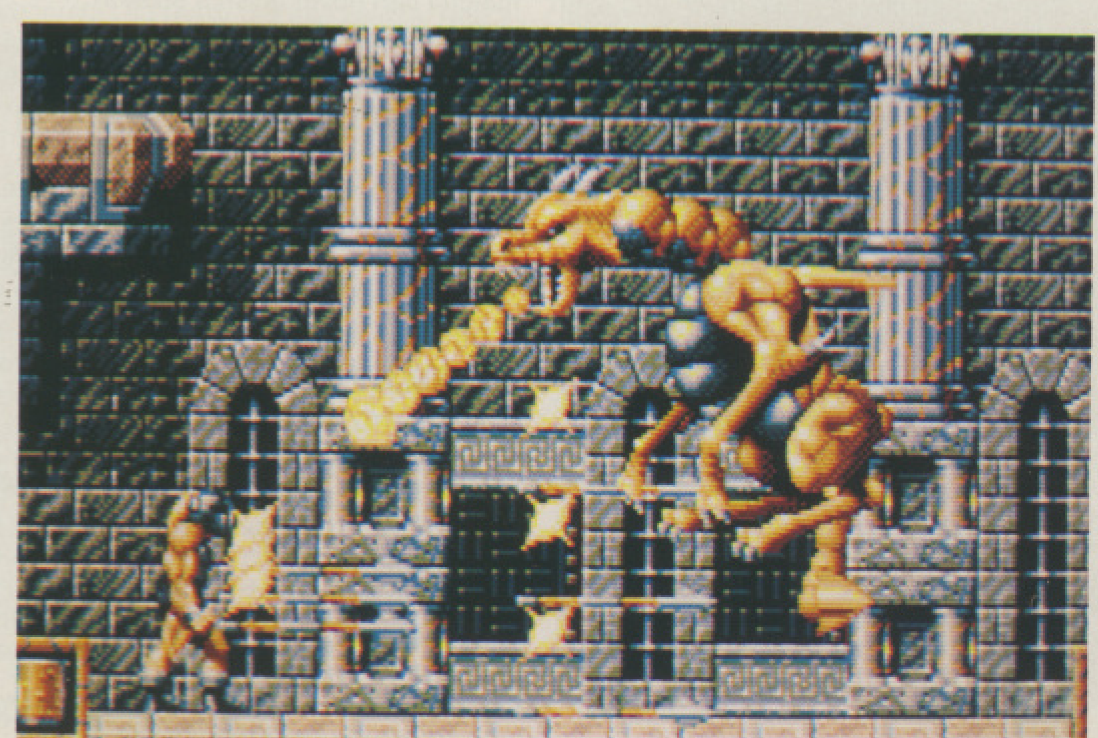


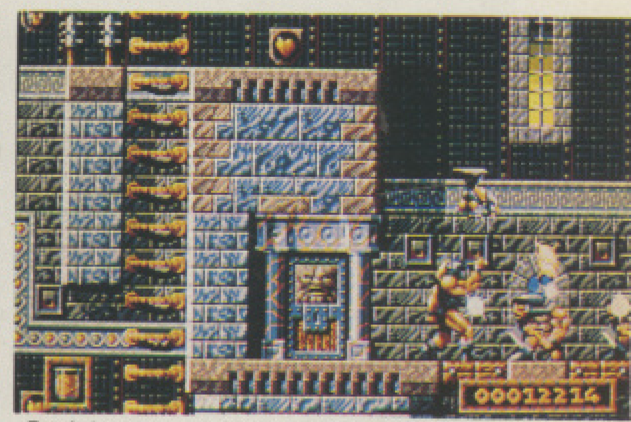
Go to block 2, which should move. Climb up and go right. Pull lever 23 and collect the maces, treasure key and wide arc. Go to the final room to receive a power-up.

World 2
You'll need to take the ice and water to the ice room.

World 3
You need only to pulll levers 8, 9 and 11, don't touch any others.

LEVEL 4
World 2 requires you to return three implements to the alchemist's room. To enter the bonus section collect the room key from the section above the first door then pull the first lever.


Drop the large crystal in front of the dragon. This should take the heat off, allowing you to destroy it without gettting your pony-tail singed.


Don't forget to play with levers! They often reveal bonuses when flicked twice.



HELPLINE

ENQUIRIES

WINGS
I've been playing this game for ages but I still keep getting shot down. Does anyone have a cheat or tip that will help me to complete it?
Alvin Pon, N1

INFESTATION
Can anyone tell me where the key to the shuttle is? I've tried everything and looked everywhere. I'm about to throw my computer out of the window!
Dag Heine Bjoendal, N2

POWERDRIFT
I have been playing this game for weeks and I can only get to level two. Has anyone got a cheat for infinite time?
Simon Anisudden, N3

HORROR ZOMBIES FROM THE CRYPT
I cannot find the bomb on level 6 and keep getting lost in the caves. Can anyone tell me where it is?
Jon Webb, N4

RAFFLES
This game is really getting on my nerves. I can't get anywhere. Has anyone got a cheat for infinite energy?
Andrew Wood, N6

COLORADO
I need help! Does anyone have a cheat for unlimited energy or gun powder?
Farle Midfun, N7

CAVERUNNER
I have been playing *Caverunner* from the CU coverdisk and I thinks it's absolutely wicked. The trouble is I cannot get past the fourth level. Is there a cheat for infinite lives or a level skip?
I Anderson, N8

CORPORATION
Can someone tell me where the computer terminal is on the game's starting floor? I have spent hours exploring all the rooms and using various objects to no avail.
Andrew Wood, N9

WARZONE
I can't get past level three, it's more like Deathzone! Anyone got a cheat for infinite lives?
James Harrison, N10

SHADOW WARRIORS
I can get to the third level on this game, but I never have enough lives to get any further. Has anyone got a cheat?
Jonathon Powell, N11

SWITCHBLADE
Please could someone send in a cheat or poke for infinite lives? I have been trying to beat the third guardian for ages.
R Gordon, N12

BIONIC COMMANDO
I have had this game since Christmas 1990 and I'm still no good at it. Is there a cheat for infinite lives?
Andrew Tracey, N13

XENOMORPH
This game is becoming very annoying! The manual doesn't help much and even with a hack I can't get very far. Some doors won't open, is this supposed to happend? What is the special weapons box fo,r and how do you change character?
A Gyford, N14

RAINBOW ISLANDS
Does anybody know a cheat for infinite lives? I've tried the Q, W, E, R, T, Y and 3 credits cheat but it doesn't work. Please help as it's driving me insane.
Chris Warden, N15

MILLENIUM 2.2
How can I get the copper to build a colony? I know where it is but I can't land on the planet. Can anyone help me?
Peter Jansen, N16

B.A.T.
Please help me! I can only get as far as the XIFO club and when I try to enter a '?' icon appears. When I make another choice I am confronted by and invisible alien who will not let me through the doors.
Daniel Higgins, N17

BAAL
Has anybody got a cheat for unlimited lives or a level skip?
James Stringer, N5

NINJA WARRIORS
I am having many problems with *Ninja Warriors* from Virgin. Could somebody please send me a cheat?
J Mansfield, N18

VOODOO NIGHTMARE
Please, please could somone send in a cheat for Palace's *Voodoo Nightmare*? I have progressed to the Temple of the Eagle but I either die or get stuck.
Paul Afteni, N19

TV SPORTS FOOTBALL
Has anyone got a cheat to make the games a bit shorter? At one hour per match I can never finish a season.
Andrew Wood, N20

WRATH OF THE DEMON
For months I've been trying to complete this game. I must admit I'm getting to the stage where I am bored stiff. I would really appreciate a cheat for infinite lives.
Simon Geary, N21

OPERATION WOLF
Has anybody got a cheat for infinite ammo or energy? I have had this game for sometime now and I can't get past the first level.
Jonathon Edwards, N22

XENON 2
Please could someone send in a cheat for infinite lives? My trigger finger's getting sore and I can't get anywhere.
Gavin Broomfield, N23

MIGHTY BOMBJACK

This is a great game but I can't get past level 3. A cheat for infinite lives or any help would be appreciated.

James Harrison, N24

IT CAME FROM THE DESERT

I am totally stuck when it comes to finding the ants. Where the hell is their nest? Could someone please tell me where it is and what to do when I get there?

David Sparks, N25

BOMBER BOB

I think that this is a really excellent game, unfortunately I'm no good at it. Does anyone have a cheat or poke for infinite lives?

Jonathon Smith, N26

RANX XEROX

I must have been one of the only people in the world to have bought this game. There must be someone else out there with a copy, so whoever you are could please send in some tips. I'm completely stuck!

Peter Batty, N27

ECO PHANTOMS

This game is starting to drive me nuts. I can complete about 80% but I can't get any further than that. Those anyone have a cheat, poke or tips that will help me complete it?

Dave Blake, N28

SPIDERMAN

I really enjoy this game, although I am now stuck at the halfway mark. Can anyone supply me with maps or tips as to how to get any further?

Mark Simpson N29

BARDS TALE 3

I normally only play shoot 'em ups, but recently I've really got into *Bard's Tale 2* from EA. As I haven't had much experience with the type of game I cannot get very far. Can someone send in some help?

Peter McWilliams, N30

DALEY THOMPSON'S OLYMPIC CHALLENGE

I have broken joysticks and pulled my hair out over this game. Can someone please give me a cheat that will let me complete all the events.

Jon Harris, N31

KICK OFF 2

I know there's probably no cheat, but I keep being beaten by all my mates on *Kick Off 2*. Does anyone know an infallible way to score goals?

Simon Price, N32

CAR-VUP

I don't normally use cheats, but this time I'm making an exception. Can someone send me a hack for infinite cars? I'm no good as this game.

Robin Allforth, N33

ROGUE TROOPER

Can anyone out there lend Rogue a helping hand? Under my control he gets shot, electrocuted and burnt to death. Can someone send in a poke for infinite troopers?

Gordon Farthing, N34

RESPONSES

MANIAC MANSION (L31)

After the glass has been broken in the piano room by Bernard, go into the sitting room and put the tape in the machine. The chandelier will break and the key is yours.

NIGHTBREED (L33)

Try typing in RISEN FROM THE DEAD for infinite lives.

Alex Ogg, Oxfordshire

ROBOCOP (M3)

Type in SERIALINTERFACE on the titles screen then use F9 and F10 to skip levels and gain energy.

Alvin Pon, Surrey

GREMLINS 2 (M4)

Type in SINATRA on the high score table for infinite lives.

Alvin Pon, Surrey

TURRICAN (L17)

Type in BLUESMOBIL on the title screen to get 99 lives.

Mark Quinivan, Clwyd

ARMY MOVES (M10)

The code for part one is 101069. On level one hold down ALT, 1 and D for invincibility. For level two hold down ALT, 1 and J.

Alvin Pon, Surrey

VOYAGER (M9)

Enter WHEN THE SWEET SHOWERS OF APRIL FALL on the option screen to activate the cheat mode.

Alvin Pon, Surrey

BRAT (M18)

To terrorise the later levels try these codes: BISHIAMO, MIHEMOTO and SASUTO 20.

Alvin Pon

AWESOME (M22)

At the energy swop screen move the pointer to the shield icon. Now hold down + on the numeric keypad and press fire. The screen should flash. Pressing the F keys during play will give you all the weapons, F1 disables the enemies and F6 will restore your energy.

Alvin Pon, Surrey

CHASE HQ (M25)

When the game starts type in INAGARDENIN (with no spaces). Press T during the game to reset the timer and press N to teleport to the next level.

Alvin Pon, Surrey

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

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PDA 45 Monocycle & Sportscar(1 meg)
PDA 47 Holsten Pils Advert
PDA 49 Mayfair Vol.23 no3(18+)
PDA 50 Mega Clean Show V1.7
PDA 54 NASA Graphics
PDA 56 Newtek Demoreel1(2)(1meg)
PDA 57 Newtek Demoreel3(2)(1meg)
PDA 56 Newtek Demoreel1(2)(1meg)
PDA 57 Newtek Demoreel3(2)(1meg)
PDA 58 Paradise Slideshow
PDA 61 Sabrina
PDA 63 Space Anims(1 meg)
PDA 65 Star Trek Anims
PDA 68 Walker Demo1 (1 meg)
PDA 69 Walker Demo1 (2meg,2disks)
PDA 70 Walker Demo2(1 meg)
PDA 73 Westcoast Cracker#4(18+)
PDA 74 Bodeans Bordello#1(18+)
PDA 75 Bodeans Bordello#4(18+)
PDA 76 Playboy(18+)
PDA 77 Sam Fox(18+)
PDA 78 Utopia#1(18+)
PDA 79 The Final Ecstacy#1(18+)
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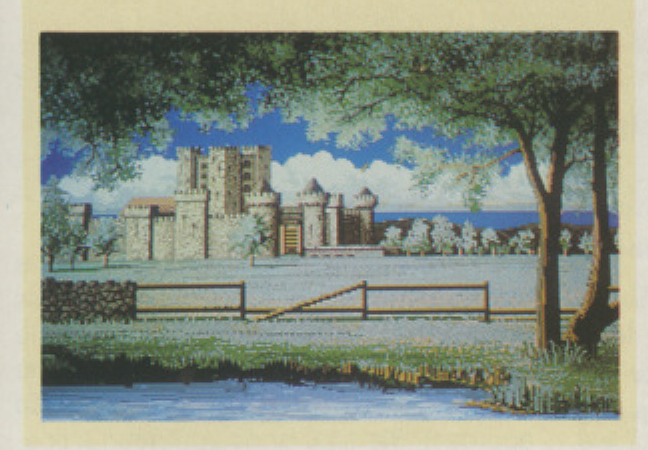
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DEFENDER OF THE CROWN

Mirror Image's tale of lore has you running off rescuing maidens while your castle is left unguarded and at the mercy of rampaging hordes. However, help is at hand! Press K while the second disk boots and conjure up a huge army of mighty knights.



IK+

If you're not a Bruce Lee type, try pressing the space bar when you're knocked down. This should make your fighter invincible.



R-TYPE

The evil Bydo empire make their comback on budget. If all that's too much for you, enter your name as SUMITA. (with the full stop) to get infinite lives.



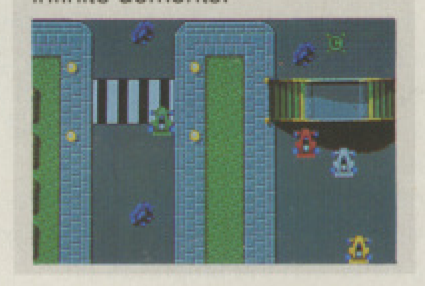
NITRO

Problems with your camshaft? Brake fluid running low? If your having trouble with Psygnosis' compilation re-release try entering your name as MAJ to get some extra help.



APB

Another compilation release. If driving and crimebusting are leaving you with too much paperwork enter your name as ALF on the high-score table to get infinite demerits.



A POKE IN THE EYE

Send us your tips, your hacks and your solutions. There's a prize for every entry we print, ranging from games to subscriptions! Write the name of the game your hack is for on the top left-hand corner of the envelope and send it to:-

Play To Win (Tips) –
CU AMIGA 30-32 Farringdon Lane, London, EC1R 3AU.

MEGATRAVELLER

Money talks in the world of *Megatraveller*, but it's finding it that's the problem. Neville Tanner from London has devised a brutal get-rich-quick plan...

Select 'create party disk', then delete everyone except for Alexandra. Create your five players and make sure that one is skilled with computers, one in mechanics and one with some medical skill. All must be able to use Battledress and energy weapons. Now generate a scout to use as a pilot, try to raise his skills in navigation and piloting as high as possible (my character is ranked four in both). The next character you create should be enrolled into the army and re-enlisted until he's retired at 62. Call him Amiga and take as much



cash as possible for his benefits.

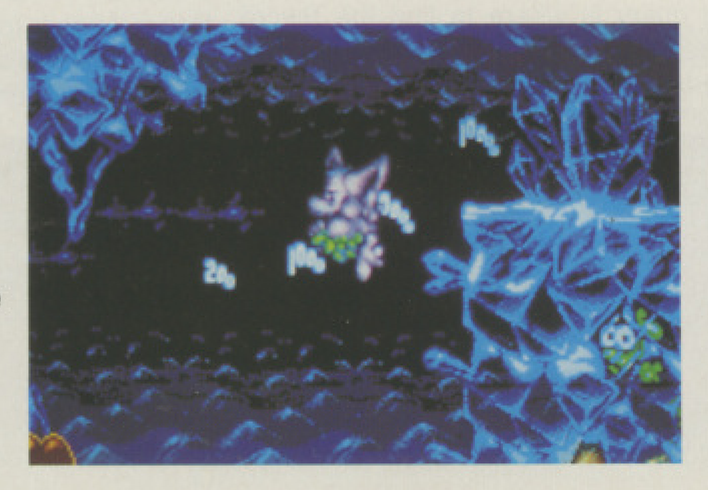
Select your team of five, including Alexandra, start the game, ignore the fight and go to the Starport. Enter it and deposit all but the lead character's money in the bank. Withdraw all but one cred and give the money to the team leader. Leave the building and divide Alexandra's equipment up between the party. Break the party, kill Alexandra. Regroup, go into the building and recruit Amiga and then repeat the process from the point where you deposited the money, only this time kill Amiga. Alternate between killing Alexandra and Amiga to earn wads of cash!

CHUCK ROCK

Living in the stone age isn't all belly-bumps and mammoth steaks. It has its hazards too in the form of rampaging dinosaurs and pterodactyls. Koen V. Brero has supplied some codes that should make life a little easier:

ESTRANO for flymode.
MORTIMER to skip zones (use keys 1-4).
TURN FRAME to skip levels (use keys 1-4).
UNCLE SAMS for infinite lives.

The zone and level skips can't be used together.



HELPLINE

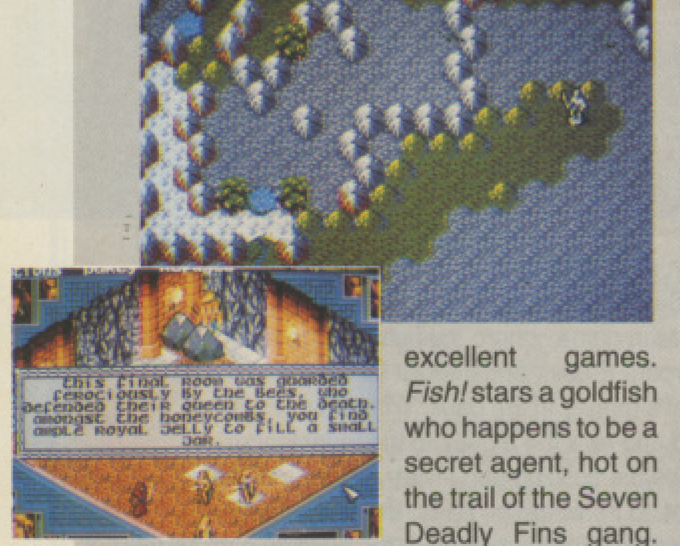
a d v e n t u r e

This month you're seeing the start of something big – the redesign of the Adventure Helpline. You've probably already noticed the extra page and the colour which obviously makes a big difference to the quality of the presentation. CU Amiga is dedicated to bringing you the best coverage in EVERY aspect of Amiga computing, and that means adventure/RPG/strategy fans aren't going to be left out! 'So what?' I hear you cry, 'it's great to have colour, but how does that affect me?' Well, for a start, the style and format of these pages isn't fixed. If there's anything you particularly want to see, write in and let me know. Mini-reviews and letters will be appearing soon, as well as tips and hints for popular games. I'll use screen shots wherever possible to illustrate solutions, so if you have a problem at a particular place then feel free to send in saved-game positions to indicate your quandary!

N E W S

The software industry in general may slow down in summer, but that doesn't seem to be the case for adventures and RPGs. Here's a look at what to expect during those long hot evenings.

Virgin Mastertronic have announced the forthcoming release of the *Magnetic Scrolls Collection Volume 1.* Basically these are old Magnetic Scrolls adventures repackaged and enhanced to make use of the Magnetic Windows system first seen in *Wonderland.* Volume 1 comprises three excellent games. *Fish!* stars a goldfish who happens to be a secret agent, hot on the trail of the Seven Deadly Fins gang. I've played the original version of this, and it's an absolute classic, full of bizarre humour and novel challenges. The other two are *Corruption* (a thriller set in London) and *The Guild of Thieves* (an adventure set in the land of Kerovnia where the player is encouraged to rob and steal to get ahead). The set should arrive in the shops in the next couple of months, priced at £29.99.



A new SSI game, *Shadow Sorcerer,* is coming soon to the Amiga. It's an isometric RPG with the emphasis on combat, and neatly bridges the gap between simplistic games such as *Curse of the Azure Bonds*, and the more complicated RPGs such as *Champions of Krynn.* Of course, what we are all waiting for is the sequel to *Eye of the Beholder*...

I N P U T

SECRET OF MONKEY ISLAND

The first request for help this month comes from Hannah Piekarz of Reading. She wants to know how to buy a ship from Stan, and how to get past the piranha poodles that guard the Governor's mansion. Her third query is where to find the Sword Master. I know this game has been selling like hot cakes, so someone should be able to help Hannah!



BARD'S TALE II

Brian Kane of Bessbrook, County Down is having something of a tough time with this RPG. What should he say to the Stone Man (43N, 23E) to awaken him? In the temple of Narn (27N, 8E), who has to approach the altar or do you need a special item for something to happen?

Special items are causing Brian to tear out his hair. He's located a Nospen Ring, a Master Wand and a Master Key, but doesn't know what any of them do! Also, why are all the casinos closed? Come on, write in with the answers if you know them..

KEEF THE THIEF

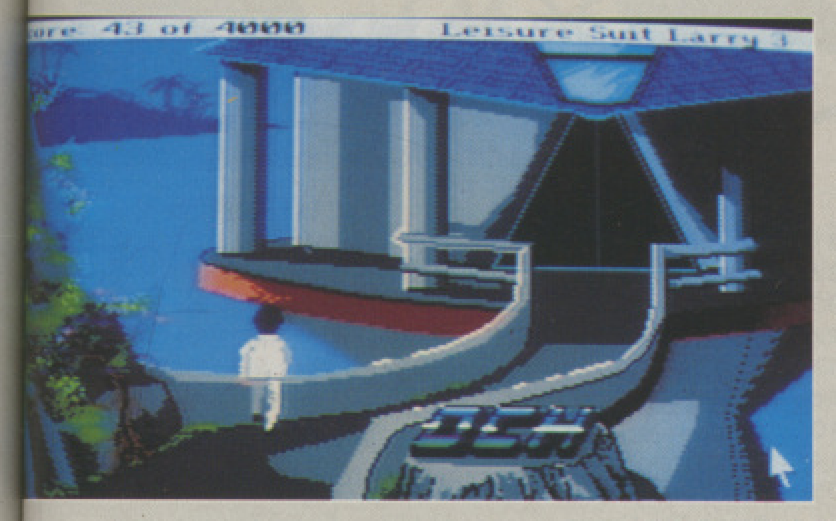
A request for help has arrived from someone who signs his letter Squaddie, BFPO. He wants to know how to get out of the tunnels behind the waterfall, so if anyone can help him write in to the column. He also wants to know what the underlying idea of the game is – what's the final goal of the quest?

CODENAME: ICEMAN

C. Whitely of Kibble Bank, Burnley, is playing this Sierra adventure but can't get past the oil rig. C. knows that the idea is to blow it up, by swimming out to it until the distance in yards reaches zero – but this is proving impossible! Does anyone know the correct way of destroying the oil rig?

SPACE QUEST III

Roger Wilco is in trouble again, this time while under the control of John Fairley of Dundee. He's landed on the planet and then Arnold the Annihilator also touches down. John goes to the gift shop and buys the thermal underwear for the



Larry, the quintessential ladies' man, manages to cause problems in Saudi Arabia.

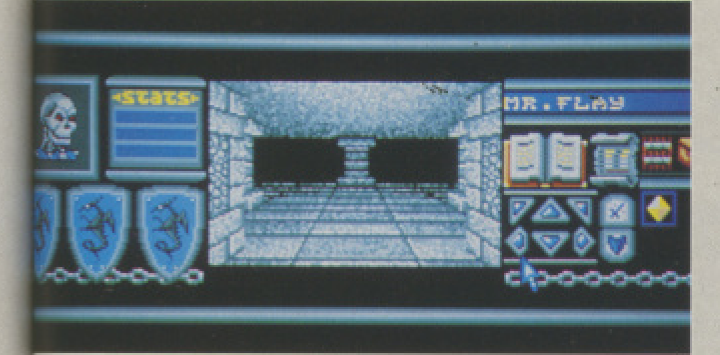
next planet. As he walks out of the shop, Arnold grabs him but eventually lets go. When he gets back to the ship Arnold catches up and kills him. How does he get into the ship and leave? It's your chance to get your name in print!

LEISURE SUIT LARRY III

Adnan Ghaleb of Saudi Arabia feels left out. After all, he can't get into the party in *Larry III*! He doesn't have a secret number – but I'm sure that someone out there does, so drop me a line with the answer.

BLOODWYCH

An Antipodean reader – Cameron Page of Western Australia to be precise – is unable to progress in the Dragon Tower. He's in a room which has four switches in it; two are red and one is yellow, while on the floor is a green switch. There's also a door that looks like it needs an iron key. Should Cameron have one at this point? He's tried levitating, pressing the switches in different orders and looking for blinking walls. What should he do to get past this place?



Bloodwych's Dragon Tower contains a room with some hidden buttons. Cameron Page needs some help, so everyone's who's played it write in now!

WISHBRINGER

David Bone of Sittingbourne, Kent, is stuck in this humorous game on the Infocom budget label. He has eighty points out of the possible hundred, but can't find the glasses anywhere (I assume he means the 3D glasses). He'd appreciate some hints, as he's very close to the end of the adventure. Also, where is the broomstick?

HITCHHIKER'S GUIDE TO THE GALAXY

Two readers are having problems with this tricky adventure. David Bone of Sittingbourne, Kent, is stuck on the Heart of Gold ship and doesn't know what to do next. Laura Williams of Streatham Common, London, is also stuck on the same ship, at the door that requests a sign of intelligence. She's gathered that it has something to do with having tea and no tea. They both plead for aid!

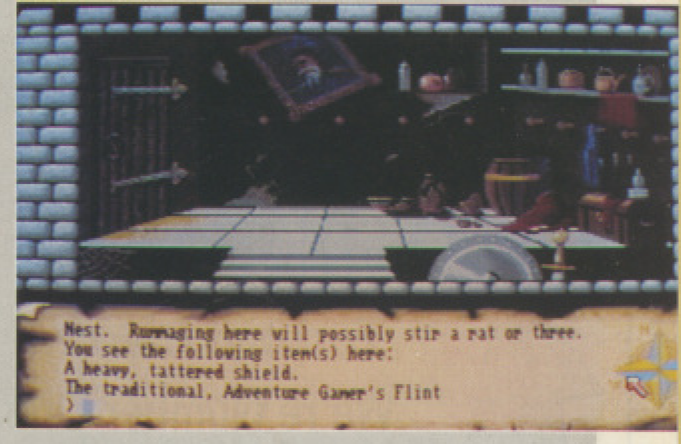
OUTPUT

FISH!

Joeri Piet (I think, I can't read the signature!) of Holland has supplied the solution to the problems experienced by Richard Lowe, who, if you remember, was unable to make coffee in the recording studio. Joeri says the answer is quite simple – ask Rod to make the coffee. While he's doing that (and keeping the irate producer off your back), take the ferric oxide cassette out of the bin, go west (young man!) twice and open the doors and turn the switch. Go south, take the tape bin, go north twice then close the door and push the button so the producer can't find you. Clean the tape player with the cleaner, set the dial on eight, and then play all the tapes. Now you'll hear the code for the safe – go to the safe and open it then take everything inside. Thanks also to Wayne Kincaid of Barry, South Glamorgan for his reply.

DUNGEON QUEST

Colin Doran was stuck by the castle, and John Thompson of Scarborough has sent in an exhaustive solution. Find the coin in the stable in order to pay the ferryman, and when you reach the other side of the river type, 'Get Rock'. Go east then south to the castle, and when you reach the drawbridge type, 'Throw Rock'. It usually misses the lever. If it does, return to the riverbank and get another rock – then repeat the process. Once in the castle search everywhere. Find the shield, sword, ring, letter, rose, codewheel, torch, and a candle.



Get your rocks off with *Dungeon Quest*. I'm surprised about the response to this – I didn't think anyone liked it. Obviously throwing rocks at drawbridges is a popular sport!

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

HELPLINE
adventure

LEGEND OF FAERGHAIL

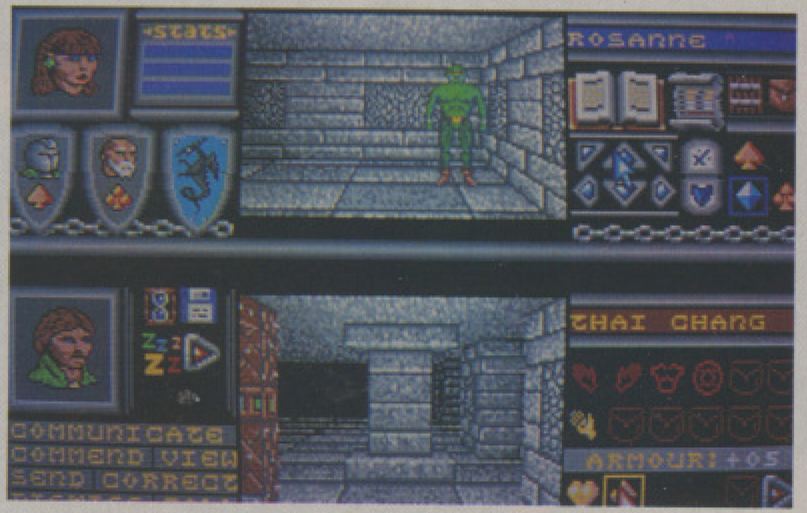
David Scott of Gravesend, Kent, has replied to the query of Sean Smythe about this RPG. He doesn't understand what Sean means by the lack of instructions – he found them more than adequate! David's never visited the level of the anti-magic dungeon that Sean describes, but says that the Orb is located on the first level of the 'easy' dwarven mines, and the mapping spells only work if you have the Orb – this mine is the one to the far north. Walk past the Tree Master as if he wasn't there. The Mithril ball will help you catch the vampire in the haunted castle (the Mithril ball is in the cellar of the Dragon Worshipper's Temple).



Bard's Tale with knobs on, or an original RPG? Whateve r the case, Sean's out of trouble thanks to David Scott. Get that Mithril ball from the Temple to progress.

BLOODWYCH

Paul Hardy of Sheffield was stuck in the Moon Tower, and, finally, someone has written in with a solution! Thanks to David Scott of Edinburgh (another David Scott, would you believe) Paul's woes are over, at least until he gets stuck again! David writes that the best way to escape from this section is to refer to the manual where it states that 'You will often notice things that would otherwise be overlooked if your current party leader is a Diamond'. Yes, it's that simple! Make a Diamond the leader and look at the back wall, which will flicker. It's a false wall, and there are two holes for the tan and blue gems from the Serpent Tower. Insert these to be teleported out of the Tower. If you don't have a Diamond in the party, it's more difficult but still possible. Click one of the gems along the back wall until it fits. Thanks David, but I'm sorry to read that you think *Bard's Tale II* is 'utterly, utterly abysmal', there are many people who think otherwise.

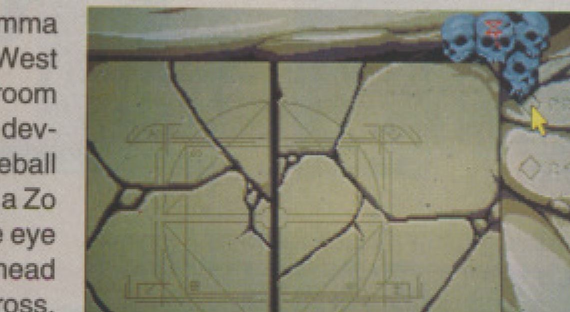


I hope Paul Hardy used the classic cheat of starting in two-player mode then killing off the other party for experience and supplies. It may not be very ethical, but it's certainly an effective way of starting the game.

CHAOS STRIKES BACK

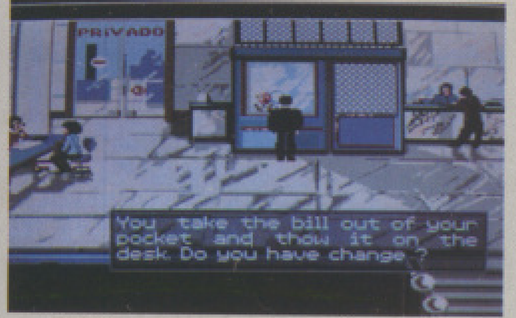
David Scott of Edinburgh has also supplied the answer to the dilemma facing Dave Field of Lancing, West Sussex. Go to the cone-shaped room on level five (the one full of slime devils and blue hazes) and cast a fireball on the door at the thick end. Cast a Zo Kath Ra spell and hold it up to the eye to prove you are a wizard, then head to the Bridge section and go across. Alternatively, enter the door at the thin end, go through the false walls and find the 'Wrong, Right, Left' message. Press the left and then right buttons in the alcove to enable you to get the winged key from the central column. Now use the winged key at the other end of the room. Either method gains you access to a chamber containing a chest – and in the chest lies the ruby key!

My favourite RPG, *Chaos Strikes Back*, is far from easy. Thanks to David Scott, Dave Field shouldn't be stuck any longer, and will be able to recover the ruby key.



OPERATION STEALTH

Bill Ling of Grays, Essex, has been stuck in Operation Stealth for a while, unable to escape from his watery doom. He's been thrown into the ocean by a group of thugs abd can't escape from his bonds, let alone rescue the woman. From the information you've provided, Bill, it's fairly obvious where you've gone wrong. Near to the beginning of the game, when you enter the bank to change money, get two sets of change. Then, before entering the hotel after escaping from the cave, go to the beach and talk to the hombre selling trinkets. He'll sell you a rather unique bracelet which, when operated, will free you from your bonds. Then swim to the girl, operate the bracelet once again. Now you'll be able to swim to the surface if you're quick.



Trapped in a watery grave, reader Bill Ling pleads for help.

CHARACTER BUILDING

The first thing to do is to choose one of the four characters. While the choice is always yours when playing solo, you may not get the right character with other players. Therefore experiment with all four characters, paying special attention to the Elf and Wizard - some scenarios demand a competent use of magic.

Avoid playing this like a normal RPG. The original boardgame encouraged competition between the players (at least in the first few Quests) so it's best to play this as a multi-player RPG. In other words, if there are three or four people then cooperate to beat the Quest and advance to the next stage. If it's only you playing, or yourself and a friend, share the characters between you. This is the only way you can hope to get through the later levels.

Use the Barbarian and the Dwarf for close combat, and keep the spell casters hanging back to use magic and search for treasure and secret doors. Keep the party together to make them less vulnerable to attack. Leave no stone unturned (or secret passage hidden); it's usually worth having to fight an extra monster or two if it gains you a scroll or weapon. Risks are worth it.

TO BE CONTINUED...

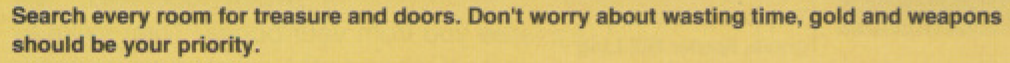
Hero Quest allows you to carry players over from one adventure to the next, as with most RPGs. Unfortunately, wounds aren't healed between Quests, which makes your next fight tougher. Although there's nothing you can do about this, you can avoid problems by using healing potions and using different characters. Be frugal when buying equipment, as there's not much point having someone buy tools if the Dwarf is in the party. Armour will help protect the fighters and save having to waste potions - conserve them for more difficult challenges. It's well worth 100 gold pieces for a staff as

Fresh from a bloody quest for tips, Matt "Orcs-a-lordy" Reagan surfaces from the dungeon depths with help for all prospective heroes.

HEROQ







Search every room for treasure and doors. Don't worry about wasting time, gold and weapons should be your priority.

this makes the wizard the strongest member of the party.

THE FIRST QUEST

The maze is a doddle, even with one character. There are a few secret doors, but as each level is designed on the same grid there's a few blank areas. I found this distracting at first, convinced that there were more secret doors that I couldn't locate. Search out and kill the four or five goblins before anything else, as this prevents the party from being surprised while searching. The exit room is located in the middle of the level.

LEVEL TWO

This is the Rescue of Sir Ragnar, and is a lot tougher than the first level. Use the characters effectively, ganging up on monsters to kill them quickly and avoid taking serious damage. There are about eleven or so creatures here, so be prepared to make a quick exit if things start getting dangerous. Use spells whenever possible to weaken opponents before closing in for hand-to-hand combat.

LEVEL THREE

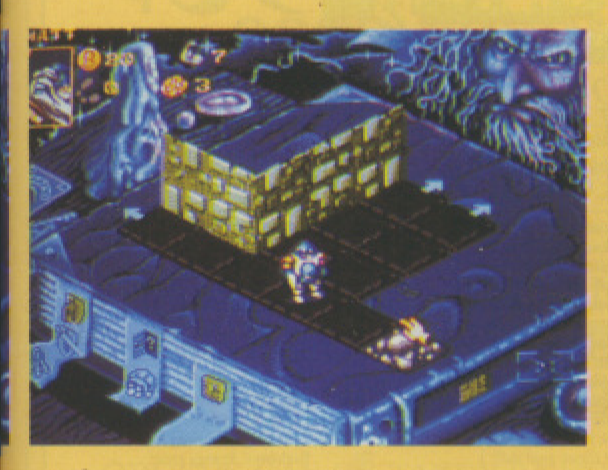
The party is now entering the Lair of the Orc Warlord, who's no push over! Equip the party with whatever they can afford before entering and make sure the barbarian or dwarf grabs the spear when they reach the weapons hold, which is in the top right-hand room. As before, be prepared to scoot back to the stairs if the party has suffered too much damage. If you've saved the game you can restart and hopefully learn from your mistakes!

EVER ONWARD

The later Quests increase in danger and complexity. It's tempting to plunge the party into the final conflict for the sheer hell of it, there's no real reason not to. You almost certainly won't get very far - the party needs some of the magic items found on previous levels - but it's entertaining enough while the party survives. Don't use the wizard to search as he can't keep the gold, which is infuriating if you didn't know (unlike me, carefully read the rulebook before playing).

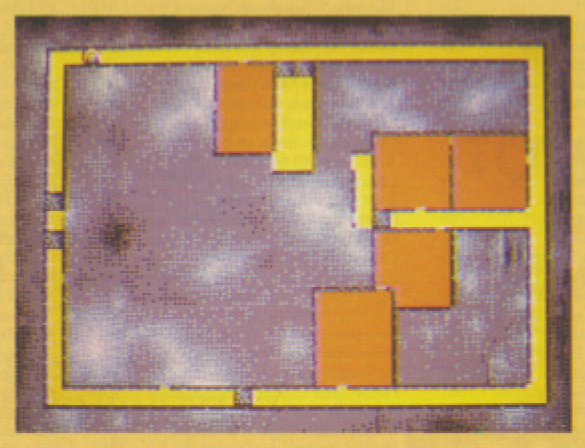
QUEST







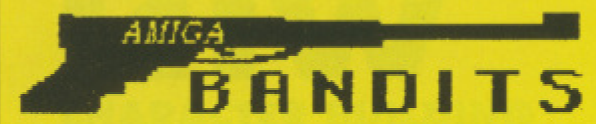
Venture into the first few rooms of the later levels, as there's plenty of gold lying around. If you encounter any hostile monsters, run. There's no point in dying when you've got a full purse.



Use the map to keep track of monsters. A few good rolls can keep you a head of most nasties, so don't be afraid to run.

OUT FOR A SPELL

Magic is vital to the game, but it's tempting to only use the obvious, 'major firepower' spells. These spells, such as Lightning, certainly have a good effect on the opposition (they fry them to a crisp), but don't underestimate the rest of the magic in the Wizard's repertoire. Flood, for instance, has an interesting result when cast on a room full of creatures, especially on the undead. The key here is to experiment - take a spell user for a spin and find out the best time and place to use each spell.



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M044 Miami Vice Remix
M067 Maddona Vogue / Slides - Music
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S003 Games music creator
S004 Med music programme V.3.0
ST01/2Instrument disc for sound tracker
ST07 Samples disc for sound tracker
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S006 Med V3.11 / 1 meg only

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G051 Frantic Freddie / Arcade Action
G033 Drip / 15 levels / Arcade Action
G037 Twin Tris / 2 player Tetris
G052 Pipeline/ pipemania type game

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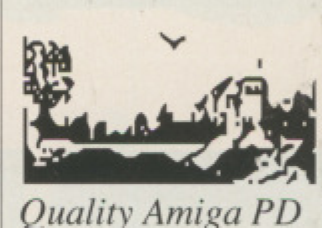
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003 Probe demo: Been on TV!
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097 Read 3d: Mega ray traced pictures!
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409 Fractal flight: Superb 1mg*
411 Busy bee anim: Brill ray traced anim*
492 Basketball Boing etc: good*
493 Agatron anims: F15, Star trek!
608 Dragons lair 11: <Timewrap>Fab!
624 Batman the Movie: Amusing anim!*
692 Miner Anim: Good little anim!*
775 NWilliams Dynamic Hires: Jawdropper!
798 Superwoman anim: Quite good!*
825 Zeus bust anim: good rotating bust!*
866 Lambourghini Countach: Car Pictures!
879 Franklyn Fly: Brillant animations!*
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920 Born to be free: Fab wildlife pictures!
1003 Pentagon + Drifters b+W fantasy!
1005/6 Sci-fi fantasy pics: Great! (2)
1013 Tolkien slideshow: Nice fantasy pics!
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1088/90 Buzzard: Fabulous but needs 2 mgs!
1101 German ray traced slide: Superb pics!
APD202/3Great slideshow various subjects!

Music & Music Utils

055 Flash music: Dance music disk!
060 100 64 tunes: Brill disk a must!
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245 Mididisk: Lots of synth programs!
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669 Master virus killer: Detects 124 viruses!
694 Biorythyms, Starchart etc: Good!
698 Exile fonts: Great coloured fonts!
699 Dynamite fonts: More fab fonts!
720 Electrocad PCB demo: Good!*
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Games & leisure

043 Holy Grail: Text Adventure!*
368/9 Star Trek: Brill 2 disks: Great!
424/5 Learn & Play: Fun for Kids! 2
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451 Tennis game: Good shareware!*
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DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new on the demos circuit.





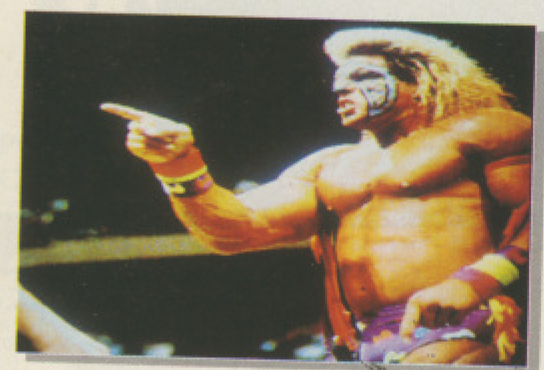


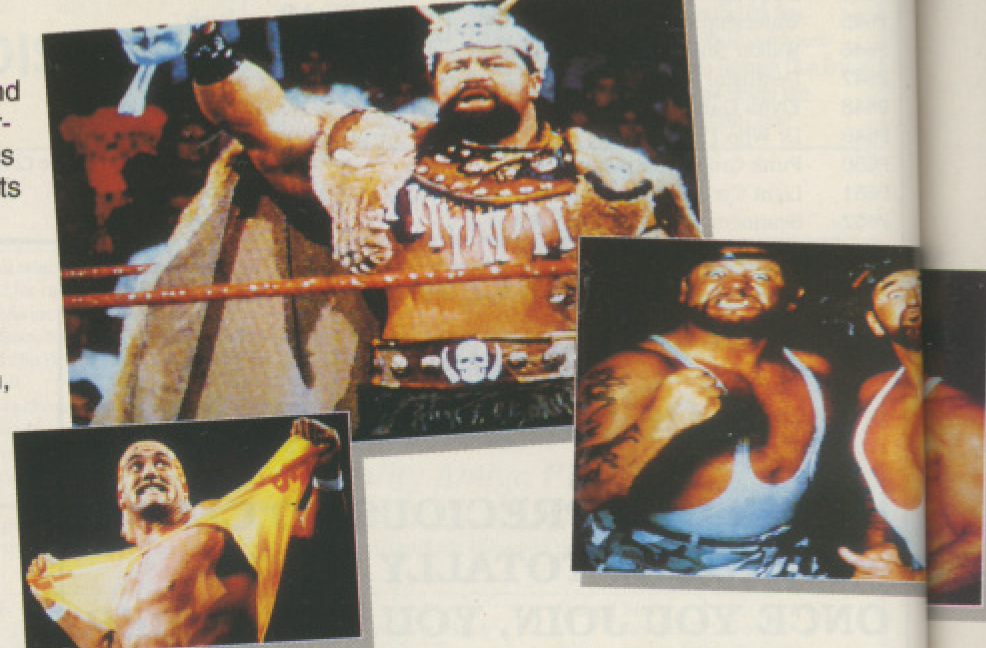
SHOWING OUT . . .

Pentagon and Drifters have put together a top-notch black and white slideshow for fantasy fans which includes dragons, warrior women and pictures of a similar ilk. Similarly, grapple fans and blue-rinse grannies alike will want to get their sweaty mitts on Weird Science's digitised slideshow of Hulk Hogan, Sgt Slaughter, the Undertaker and their pals from the World Wrestling Federation. Whatever happened to Giant Haystacks and Big Daddy, that's what I want to know?! Sigh, Saturday afternoon sport just isn't the same since Dickie Davis got the push. . .

17 Bit, Disk 1104, ★★★

NBS, Disk D460, ★★★





SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

ADS PD: 7 Park Crescent, Worthing, W Sussex BN11 4AH.

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Softville, Unit 5, Stratfield Park, Electra Avenue, Waterlooville, Hants, PO7 7XN.

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Vally PD: PO Box 15, Peterlee, Co Durham.

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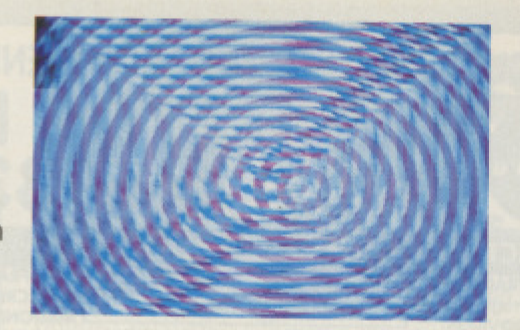
X-SYSTEM

New from Virus Free is *X-System*, an exclusiveware game where a percentage of each sale goes to the author. It's a competent first release in which the player has to repel an alien invasion by boarding their attack dreadnought and disabling its electrical systems. In order to reach the ship, each player has to navigate their way through an asteroid belt which, unfortunately, is the most boring part of the entire game. If I hadn't been given the level codes for the rest of the game, I probably wouldn't have bothered to progress past this section. Once you've actually made it onto the ship, the game starts to pick up with an arcade platform puzzle affair. This involves using a combination of interlevel transporters and platforms to reach critical power supplies which, once disabled, shuts down the protective forcefields allowing access to other parts of the ship. Once the power's knocked out the transporters are also rendered inoperative causing more problems. 1 Meg required.

Virus Free, Disk X-System, ★★★

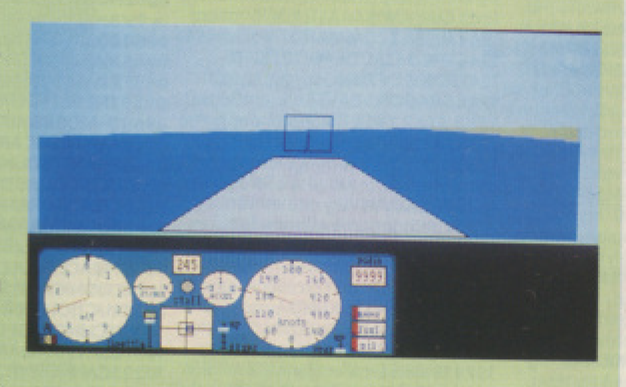
BASS ATTACK

Drifters member, Bass MC, has released a blistering technomix of funky tunes backed up with some hard-edged graphics and colourful displays. Definitely worth a listen.
17 Bit, Disk 1116, ★★★



TAKE TO THE SKIES

BOMBS AWAY



Megagames Volume 2 is another cracking collection of games, including a text adventure which pits you against the corporate might of Atrashi as you seek to bring the computer conglomerate to its knees. Best of all is a complex plane sim, Air Warrior, which lets you pilot a number of fighters and bombers from both the first and Second World Wars. Choose from such classic aircraft as a WW2 Mustang, Spitfire or Flying Fortress and a First World War Fokker or Sopwith Camel, amongst many others. Completing the package is a Solitaire-type game and a picture-moving puzzler.
Three Counties, Disk Number G23, ★★★★



DOG EAT DOG

Take to the skies in this arcade dogfight game which allows up to four players to take part in aerial combat or one player to take on seven computer controlled opponents! The sky is also full of AA fire, heatseeking missiles and even napalm-spewing planes. Chocs away, Ginger....
17 Bit, Disk LPD17, ★★

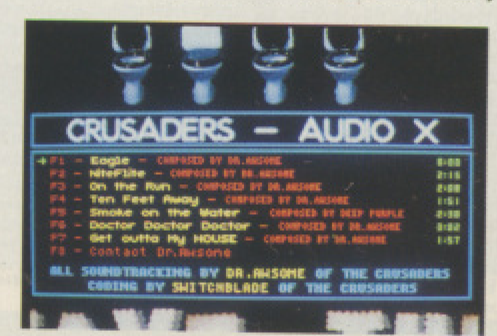
AIR ACE



Looking a tad similar to the smash-hit arcade game, *1942*, *Air Ace II* has been constructed using Palace's *Shoot 'Em Up Construction Kit* and is a massive vertically-scrolling blast-in-the-skies affair. Taking control of a First World War biplane it's up to you to single-handedly take on the Hun. With the sky packed with enemy planes, including the Red Baron and gigantic Blimps, and flak continuously rising up from enemy mortar emplacements, *Air Ace II* is a more-than-competent blaster.
Softville, Disk FF469, ★★★

AUDIO RECALL

After we recommended a batch of Crusaders music disks last month, we've been inundated with readers wanting to know what other disks the group have out at the moment. *Audio X* isn't new, but it's certainly a brilliant sonic blast, containing six tracks by Dr. Awesome as well as a Deep Purple remix. Stay 'tuned' for further releases...
NBS, Disk M076, ★★★★



DEMO OF THE MONTH



HAVE A BLAST

The *Anti-Lemmings Demo* is just what it claims to be as Eric Schwartz's Stealth Fighter makes a timely return to blast the furry green and blue critters into so much Lemming dust. The 2 minute-long animation begins with our kamikaze friends merrily making their way to the top of a cliff only to be straffed with machine gun fire from the passing Stealth Fighter overhead. Hot-footing it to safety, the hoard of rampaging Lemmings are held up in their tracks by a Stopper who, unfortunately, is trampled underfoot as the mob attempts to make their escape. All is to no avail, however, as the rest of the Lemmings are cut down, the last being blown up by air-to-ground missiles. It's an excellent tribute to one of this year's top games and, as always, Schwartz's animation is fantastic. There's also a competent soundtrack which mimics the game's inane tunes as well as sampled gun fire and assorted other FX. Definitely *the* most outstanding demo of '91. 2 Meg.
NBS, Disk Numbers P044 & P045, ★★★★★



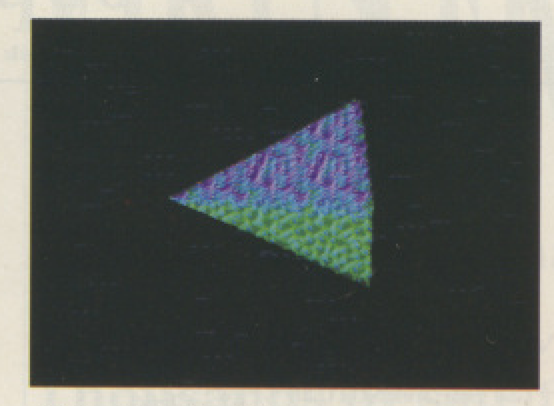








DEMOS

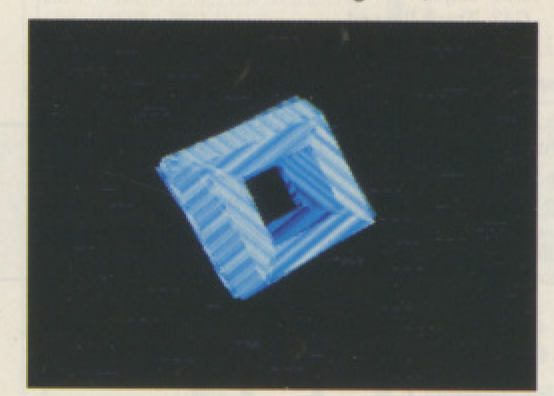


GO MENTAL

CLASSIC PD

Here's a golden oldie megademo from Scoopex which is appropriately titled *Mental Hangover* and is packed to bursting with psychedelic bobs, filled vectors and stencil vectors aplenty. Definitely one for the collection. 1 MEG only.

ABOTS, Disk Mental Hangover, ★★★★



AND IT CAME TO PASS...

An unusual entry on the PD scene. Now you can get The Bible on disk, including both the Old and New Testaments. All the famous stories are there in their complete form. Squeezed onto four disks, the digital version of The Bible brings Christianity into the 21st Century. Vally PD, Disks 992, 993, 994, 995, ★★★



AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

With classic lines such as 'Immanuel Kant was a real pissant who was very rarely sober' and 'Heideggar, Heideggar was a boozy begger who could think you under the table', Monty Python's Philosopher's Song is a rib-tickling drink-a-long ditty designed to cure any hang-over blues. All we need now is for some enterprising soul to sample my all-time favourite, the SPAM song....

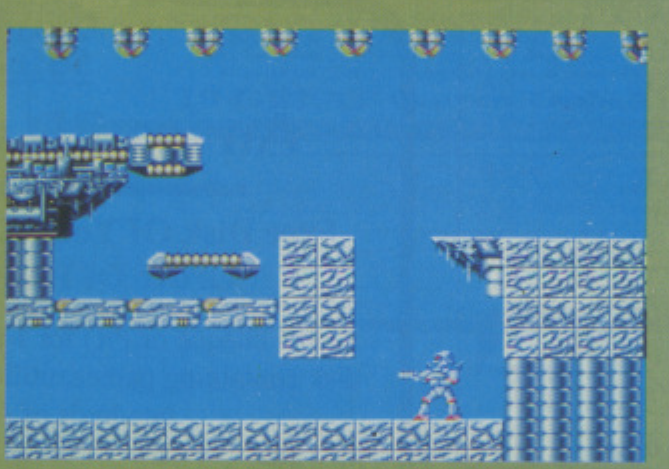
Seventeen Bit, Disk 1137, ★★

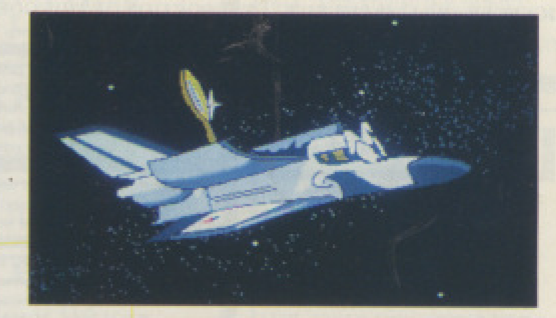
TIME OUT

Timex have certainly come up with one of the best presented demos we've seen in recent months. The German team have designed a *Turrican*esque landscape and a sprite which has to be guided over the platform-packed terrain to reach a number of doors. Each door contains another part of the demo. Unfortunately, the content is not up to the overall presentation, containing a lame Lotus tribute, a few far-from-laughable Manta jokes and other assorted tomfoolery. Still, worth a look for the novel approach...

NBS, Disk 291, ★★







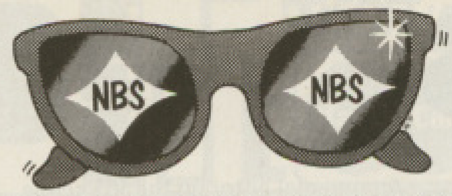


SHUTTLE SERVICE

The amazingly productive Eric Schwartz, fast establishing a reputation to rival that of Budbrain or even Tobias Richter, has released yet another classy animation onto the PD circuit. This latest anim features two Stealth-like space shuttles playing a game of shuttlecock (what else?) with a floating satellite. Inspired! 1 Meg required.

NBS, Disk D615, ★★★★

NBS PUBLIC DOMAIN SOFTWARE



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POST SCRIPT. Two libraries that advertised budget prices in this magazine last month came to us for their PD and paid with worthless cheques! cThis shows two things: 1) Even other PD libraries acknowledge NBS as the best supplier. 2) If you used either of these two libraries last month, you will be very lucky to see your goods!

LATEST PUBLIC DOMAIN

M276	THE SECT: MEGA-CONCERT	Very nicely presented mixed music dish. Good disk.
M288	AL PEPSI: WOOOOAAARRGH! NEW SHOES (1 meg)	Excellent presentation, for this Thrashy music disk.
M293	METAL:	Thrash music from Tellyessin and Anthrax. Heavy!
M257/8	SILENTS BLUESHOUSE MUSIC/GAME (2 disk set)	Certainly the best we have ever seen from silents.
P043	JUGGLER 2 (2 meg)	Combination of the original Juggler and the Juggette demos.
P044/5	ANTI-LEMMINGS DEMO (2 disks, 2 meg)	It is superb. Stealthy bomber meets the lemmings. Great hummour.
G167	GREAT GAMES VOL 2 (1 meg)	The games are: Air Ace, Sea Lance, and S-Ball. All good.
G169	SERENE (1 meg)	Game created with the Shoot 'em Up Creation kit.
G170	MEGABALL	If you are into Breakout games, this one is a must, its superb.
G171	ZEUS	This is a simple but addictive puzzle game.
G173	GO LOOBY (1 meg)	Cutesy game created with SEUCK.
G174	ASSASSINS GAME COMPILATION	5 good games. Tanx, Rollerpede, Tritris, plus 2 more. Recommended.
G170	MEGABALL	Surely the best ever Freakout clone available on PD brill shareware programs from Ed & Al Mackey.
G199	SEVEN TILES	Superb speedball type game. Brilliant quality. The best ever PD game.
H628	YET MORE CUTE ANIMATIONS 1	Our hero Chuck in 3 more anims
D292/3/4	PAH! SIMPLE STUFF VOL 10/11/12 (1 meg)	3 Separate disks of the best demos around.
D287	DARKNESS MEGADEMO 2	Original loader. Demos are fair, though originality is sparse.
D284	THE FLAME ARROWS: PLASMUTEX	Ah Ha!! Something a little bit special. Amazing dots. Super music.
D285	CASCADE MEGADEMO	A good freaky coma type part. Ends with a beautiful eye!
D267	BASS MEGADEMO	Powerful housey music throughout.
D270	GLOBAL TRASH BY SILENTS	Another great offering from the silents.
D271	VECTRA: SINKING DEMAND (1 meg)	Slides, animation, and some strange but remarkable graphical effects.
D441	THE INVISABLE WORLD	Who did you sleep with last night? No-one? Wrong, you had several million partners. See this and itch!

MORE THAN MUSIC (M 269)
Another of the brilliant music disks from ALCATRAZ. Well over 10 mins long, a must for all Amiga music fans. Great animated intro, do not miss it .

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MINT CONDITION (H 616/7)
A brilliant set of animations which are all amusing jokes. Good artwork, and a good 10 mins of entertainment. Some jokes may offend! 2 disks set, 1 meg required. (cert PG)

AMOS

LATEST AMOS PD AND LICENCEWARE
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AMOS Licenceware .... £3.50 per disk

LICENCEWARE £3.50 PER DISK. A PROPORTION OF THIS GOES TO THE AUTHOR

L001	(ART) COLOURING BOOK	(1 meg) Title says it all. Great fun for the kids.
L004	(GAME) THINGAMAJIG	(1 meg) Simple jigsaw puzzles writen for children. 24 in all.
L005	(GAME) JUNGLE BUNGLE	(1 meg) An icon driven adventure game, again, writen withchildren in mind.
L006	(GAME) PUKADO	(1 meg) A good game of good quality, and what licenceware shouldbe all about.
L007	(GAME) 4 WAY LYNX	Similar principal to pipemaniabut harder!
Loo8	(EDUC) WORK AND PLAY	(1 meg) 3 Educational games for children. Telling the time and Maths.
L010	(EDUC) THE WORD FACTORY	(1 meg) A spelling and memory game. Good reviewsbut I'm notimpressed.
L011	(GAME) GO-GETTER	(1 meg) A good computer version of what would make a goodboard game. Worth a look.
L012	(GAME) HYPNOTIC LAND	(1 meg) Similar to klax but balls not blocks.
L013	(GAME) JIGMAINA	(1 meg) More jigsaw fun, inc construction kit.
L014	(EDUC) PLAY IT SAFE	(1 meg) A great idea to teach safety in the home to young children. Exceptionally good idea.
L016	(GAME) REVERST 2	An updated and much improved version of this classic game.
L017	(GAME) DOGFIGHT 2	(1 meg) A game for up to 8 players but 6 of them have to crowd around the keyboard. Hectic!!
L019	(GAME) X -IT - 50	An original game concert. Well presented and complete with level designer.
L020	(UTIL) WORDY	A wordprocessor writen in AMOS! Lots of facilities and Epsom compatable for printing.
L021	(QUIZ) QUINGO	(1 meg) A quiz / bingo game. 3000 quetions !!
L022	(UTIL) LC10 FONTS	Useful utility to install 10 extra fonts into your LC10 or LC200 printer.
L023	(GAME) ESP	Fascinating puzzle game, move around the board to collect the letters E, S, and P.
L024	(GAME) THE SHINING WAY OF KUNG FU	Good beat 'em up. (2 disk set 1 meg £5.50)
L025	(GAME) THE MISSION	Excellent text adventure game writtenn in the classical style. (1 meg)

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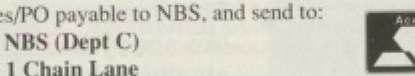
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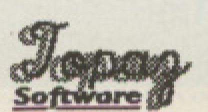
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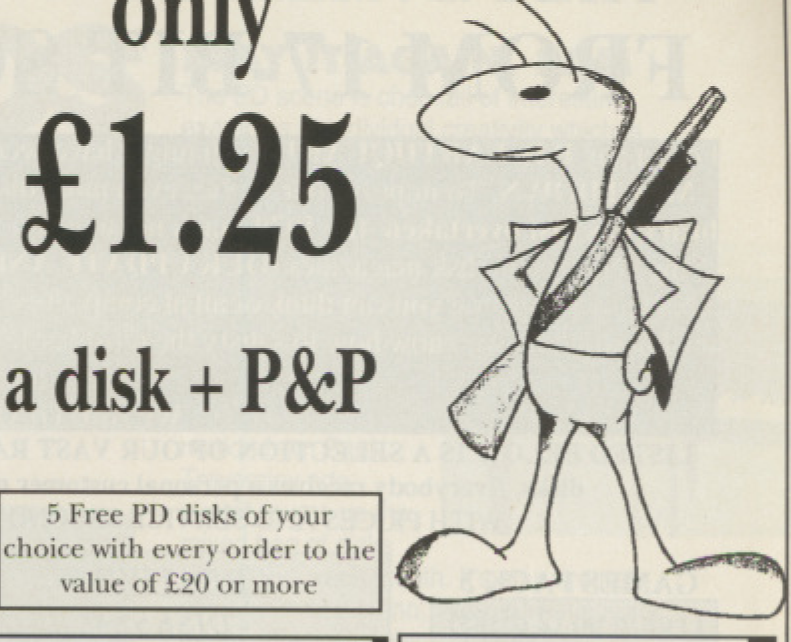
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DEMOS

BACK TO THE FIFTIES

Turbo Mart from crack outfit, Pendle Europa, has put together a polished slideshow full of disparate digitised images culled from the 1950s. The hi-res show includes such items as the distinctive bullet nose of a 1950 Studebaker car, Dan Dare from the pages of Eagle Comic, a 1958 Sapnet telephone (honest!), and a fifties ad for Alpha-bits breakfast cereal. Each picture has accompanying text and music.
ADS, Disk 651A & B ,★★★





PLAY IT AGAIN, SAM

The PD scene is choc full of interesting examples of individual creativity which is one of the joys of compiling this column. Nowhere else can you find such a disparate collection of material and, even though much of it is misguided or plain awful, there are always gems to be found. This short animation from Paul Traversley adequately sums up the mixed bag of disks we receive each month. It's an extremely short anim of a piano, viewed from a number of different angles. It's fairly accomplished, but nothing really spectacular but it manages to encapsulate the sheer diversity of what's on offer. Do yourself a favour and invest a few pounds in finding out what PD is all about.
Kryptonite PD, DIsk A251, ★★



READERS' DEMOS

Two more outstanding art disks this month. Lancashire's Alastair Carter makes a welcome return to Demos with a demonic-looking picture while Lee Martin of Bristol has come up with a terrific Ghengis Khan portrait.





PD TOP TEN

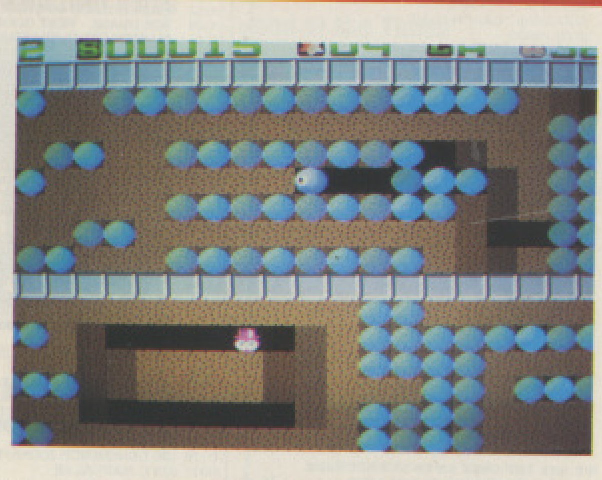
A-Animation S-Sound U-Utility G-Game M-Miscellaneous

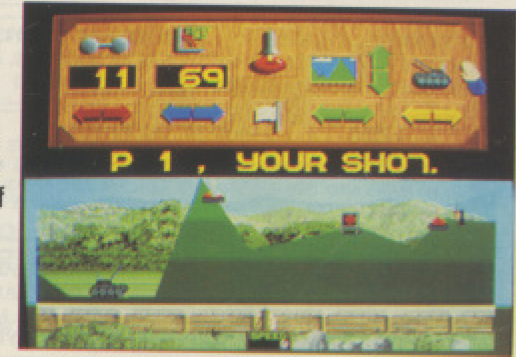
1 Anti-Lemmings Demo 2 Meg **A**
2 Darkness Megademo 2 **M**
3 Vivaldi (2 Disks) **S**
4 Star Trek Megademo (2 disks, 1 meg) **A**
5 Shuttlecock **A**
6 The Bible (4 Disks) **M**
7 The Assassins **G**
8 Crusaders' Bass-o-matic **S**
9 WWF slideshow **M**
10 The Simpsons **A**

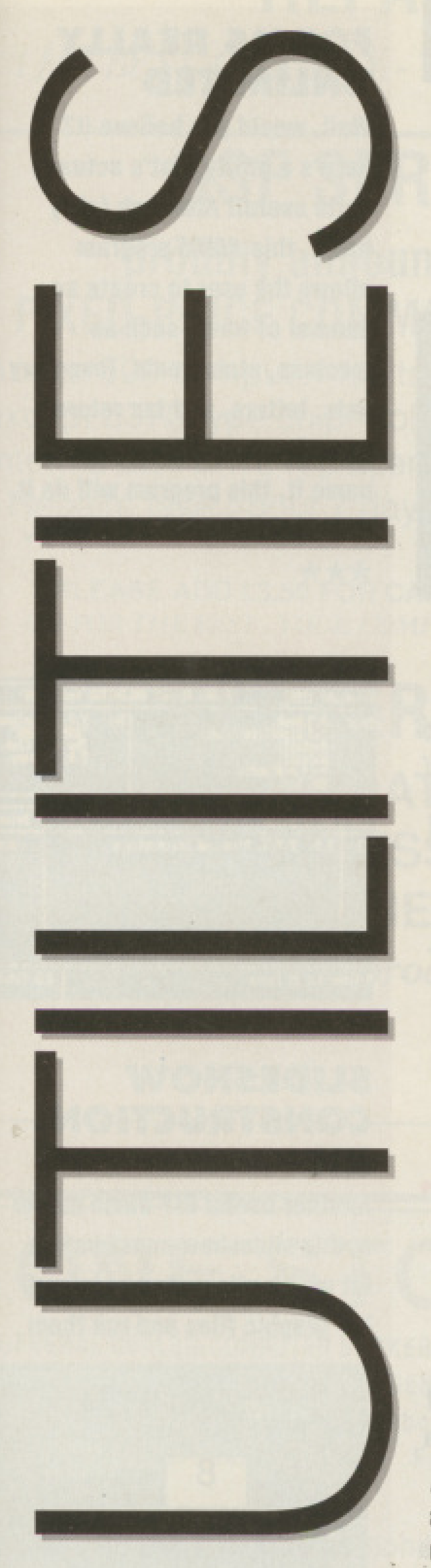
Compiled by PROTUS PD

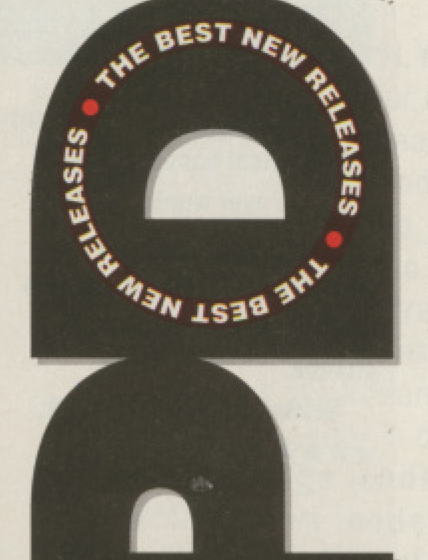
FAMOUS FIVE

One of the best game collections currently available on the PD circuit is definitely this one put together by The Assassins. For your money you get five top quality games including *Tanx*, an updated version of an old Speccy favourite in which one or two players attempt to blow each other's tank to kingdom come. It's not that easy as the landscape is randomly generated and each player must adjust the elevation and range of their tank's gun turret and take into account the prevailing wind and the force of gravity in calculating their shots. Also included is *Roller-pede*, a new version of the decade-old *Centipede* coin-op, *Amigoids* (which is a polished clone of *Asteroids*), *Avatris*, a three-player *Tetris*, and *Cave Runner*, the *Boulderdash* clone which featured on our coverdisk a couple of months back. Each game is immensely playable and, collected together, the pack could easily hold its own against full-price software.
ABOTS, Disk 1117, ★★★★★





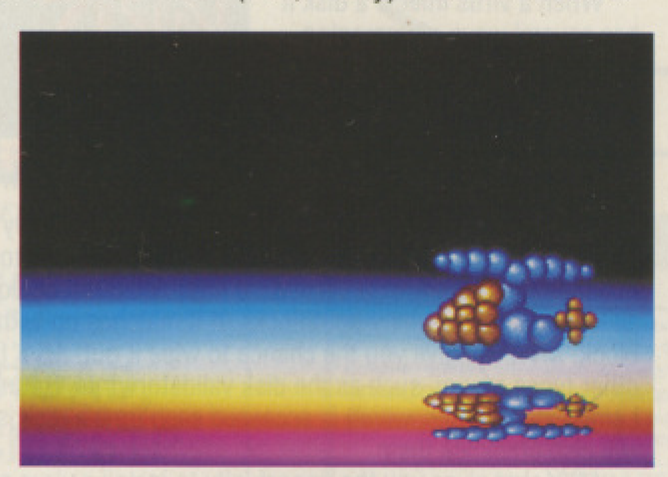




For the very best reviews of PD Utilities and AMOS Shareware read the only column that matters...

RED SECTOR DEMO MAKER

If you've always wanted to try your hand at programming a megademo, but haven't a clue about how to go about it, now's your chance. Amaze and impress your friends with 'incredible' vector graphics and a million (well, nearly) bobs on screen at once, by using this nifty and very user-friendly demo maker put together by crack German outfit, Red Sector, who used the utility to construct their CEBIT '90 demo last year. Various fonts are available as well as scroll routines to hammer out your own personal greetings, but best of all are the *Noisetracker* and *Soundtracker* modules and the easy-to-use logo creator, which mean you can put together an impressive routine in a matter of minutes.



This could be just the thing if you want an easy entry to the world of demo-making, as it is both simple to use and very comprehensive. A worthwhile investment.

Seventeen Bit, ★★★★★

ICON MAGIC

Icon Magic **allows the user to create and customize their own icons and mouse pointers. The utility works with Disk, Drawer, Tool, Project, Trashcan or Device type icons and supports most known printers. It's possible to edit up to 16 colours out of a possible 4096 and has a special magnify option which lets you edit icons in both normal or magnified modes. There's a bank of ready-to-use icons on display with useful tutorials to take you through the various stages.**



NBS, Disk U613, ★★★★★

600 LETTERS

This two-disk utility includes a letter for almost every occassion from standard work replies to 'Dear John' notes. Just click on the letter of your choice, type in the relevant parts and – hey, presto – an instant, well-written document.

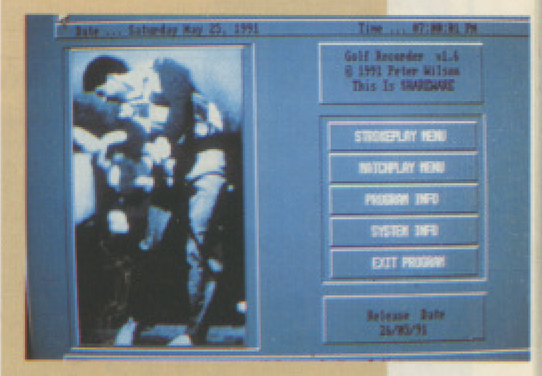
Vally PD, Disk F465, ★★★

GOLF

Last month we featured a handy ten-pin bowling utility that helped you keep check of your performance with a battery of statistics. This month, it's the turn of golf fanatics everywhere to slaver at the mouth, as this useful disk will help keep a track of how many eagles, birdies and hole-in-ones you manage to achieve over the course of an entire year, and give a good guide to your overall form. Compare statistics over a range of courses or keep a log of how you faired against individual players.

Seventeen Bit, Disk 1073,

★★★

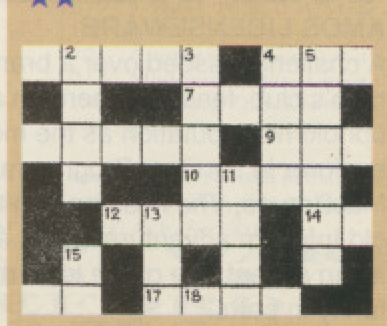


CROSSWORD CREATOR

So, you think you're rather good at the Times' Crossword, do you? Well, here's the answer to your dreams. ***The Crossword Creator*** **actually lets you create your own crosswords of varying complexity and difficulty. So, now you can not only fill in the answers but make up the questions, too!**

Seventeen Bit, Disk 1071,

★★



PD UTILITIES

MASTER VIRUS KILLER

We mentioned *Master Virus Killer 2.1* a couple of months ago in Backchat and have been swamped with letters ever since. *MVK 2.1* (the latest version) is known as *the* virus killer. Programmed by Leclercq Xavier, the disk can track down 124 viruses and is constantly updated every few months.

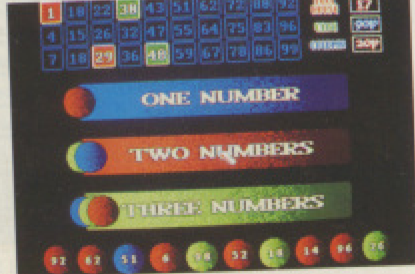


When a virus infects a disk it has several ways of damaging information. A virus may modify the bootblock of a disk and install a bootblock of its own, or substitute a file on a disk for one of its own, or add its own duplication info to frequently used files on a disk, usually in the C directory. Master virus killer first checks the bootblock to see if it matches up to the Amiga's standard bootblock. It then compares it to all known virus or utility bootblocks. If it matches up with a virus bootblock, *MVK* will give you the chance to wipe it out. *MVK* then looks for other types of virii, such as the disk validator virus, Return of the Lame Exterminator, which is accessed each time a disk is loaded, and will also eradicate them.

MVK also gives you the opportunity to install a virus protection routine on each disk. Every time the disk is loaded, the routine will hunt for virii and prevent them from infecting the disk. Many PD companies now install virus protection routines on their disks as a matter of course.

MVK does require a little effort when checking a disk, but then it's better to be safe than sorry, eh? look out for an update in the next couple of months. Recommended.

Seventeen Bit, Disk 894, ★★★★★



QUINGO

AMOS LICENSEWARE

Designed by Mat Fascione, *Quingo* is a hybrid of the pub quiz and the housewife's fave game, bingo. Featuring more than 3,000 questions on a range of topics such as Sport, TV & Film, Geography and History, each player has to correctly answer a number of questions in a set time limit. Each question is accompanied by three answers, only one of which is correct. For every correct choice, a number is lit up on a bingo card at the top of a screen and extra points awarded for complete lines or a Full-house. Answer incorrectly and you lose points and a credit is deducted from your overall score.

ABOTS, AMOS Disk 21, ★★★★★

THE MISSION

AMOS LICENSEWARE

A challenge issued over a brandy in the smart gentleman's club, leads our hero on a wordy text adventure to uphold his reputation as the most accomplished explorer in London. Programmed and written by Jim MacBrayne, *The Mission* is in the same mould as the old Infocom adventures, and, although the parser is slightly limited in the number of commands it can accept, the game is worth a look for the elaborate use of the English language. Very funny in parts.

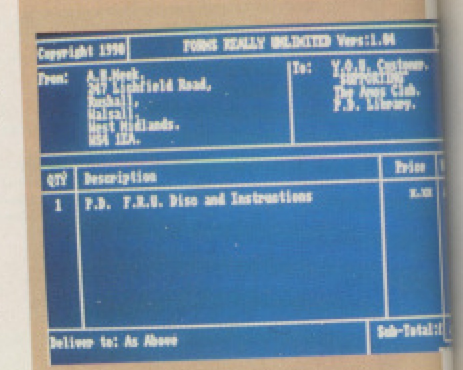
ABOTS, AMOS Disk 25, ★★★

FORMS REALLY UNLIMITED

Well, would you believe it? Here's a utility that's actually quite useful! Although fairly basic, this *AMOS* program allows the user to create any manner of forms such as invoices, statements, inventory lists, letters, and tax returns amongst many others. You name it, this program will do it.

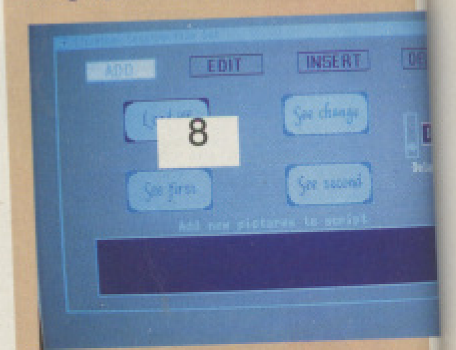
Perspective PD, Disk P054,

★★★



SLIDESHOW CONSTRUCTION KIT

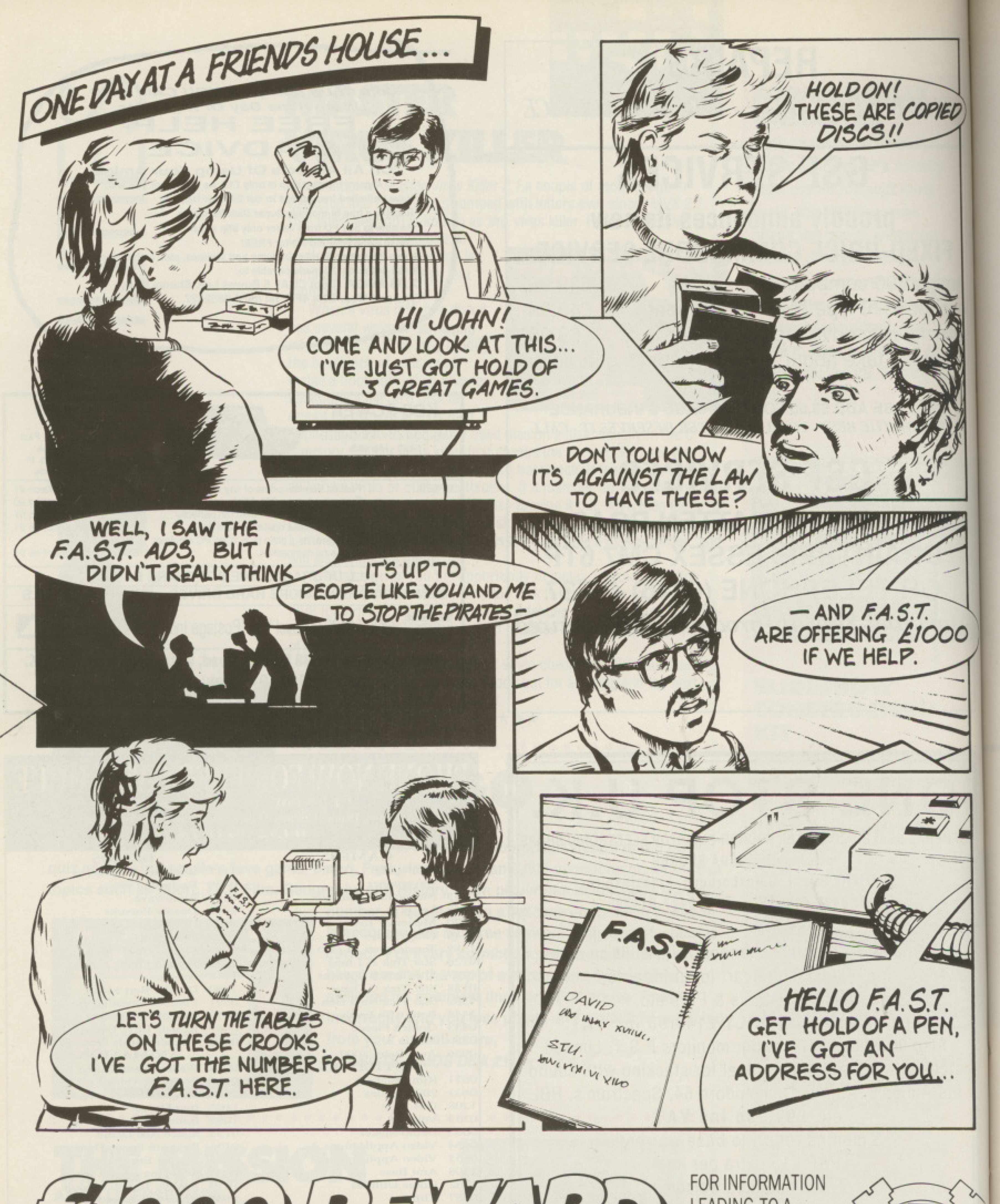
Another useful DIY demo maker is this slideshow construction kit which allows you to import IFF graphic files and run them



as a sequence of pics with suitable musical accompaniment. If you've ever wanted to emulate the jazzy slideshows of such groups as Weird Science or Pentagon, here's your chance.

Seventeen Bit, Disk 1133,

★★★★★



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Would-be programmers and AMOS fans, this is your lucky day because here with the first of an occasional series of tutorials is the world's foremost AMOS expert, Len Tucker.

AMOS UNLEASHED

IN THE BEGINNING...

Roughly three years ago, Database Software, whose only previous claims to fame had been a trio of rather dire arcade games, stunned the ST-owning public with a game-creating package called *STOS*. The idea of game or sprite creators is nothing new, and the 8-bits were well catered for with the likes of *Hurg*, Mirrorsoft's *Sprite Factory*, and, more notably, Palace's *Shoot 'em up Construction Kit*, but the 16-bits had yet to play host to such a utility. With its own simplistic programming language, STOS was the perfect entry for those who wanted to put their machines to more use. And, naturally enough, *STOS* was set to appear on the Amiga, under the decidedly Emmerdale Farm title of *AMOS*.

Shapes, one of the many AMOS PD games available. . . .

After what had seemed like an eternity, *AMOS* had arrived. Would it be as good as all the magazine reviews claimed, or would it be a waste of hard-earned cash? Thankfully, the resultant package proved to be every bit as powerful and easy to use as its ST predecessor, and has proved a god-send among the many struggling programmers out there which is apparent in the brilliant catalogue of *AMOS*-written games that Database produce.

On a more personal note, having *AMOS* has made computing come alive for us. It has not been easy, but learning never is. Using some very basic knowledge from the past, adding what was needed from the *AMOS* manual, and after many phone calls to Aaron on the *AMOS* Club Helpline, we produced our first two programs within four months of getting *AMOS*. Database put us in the direction of the AMOS P.D. Library, run by Sandra Sharkey. This was a vital step in giving us the confidence to go on and produce more programs. An outsider will often come up with a suggestion that will improve your finished product.

BACK TO BASICS

The purpose of us being here is to talk you through the AMOS program on the coverdisk, and hopefully help you to get more out of the commands which are special to *AMOS*. The program, by Aaron Fothergill, changes the colours of a screen in time to the beat of the music playing. Once everything is loaded, all the colours are changed to colour 0 (black) and then pushed back onto the screen in a rhythm controlled by the Vumeter.

The first part of the program initialises the computer ready for the work in the main program. It includes the commands 'Autoview Off' and 'Autoview On'. Anything put in between these two commands will not be updated on the visible screen. So if you want to keep any large graphical alteration to your display hidden until the whole operation is complete, this pair of commands will do the trick. The next stage then initialises the variables used and turns on the music, if there happens to be any here at the time.

ABOUT THE CODER **Aaron Fothergill, author of this month's coverdisk program and many others, including the excellent TOME map editor extension for AMOS, runs the AMOS Club. For a tenner (Overseas £15.00), you get six issues of the club newsletter and access to the AMOS Helpline, and can be contacted via Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB.**

LOOP THE LOOP

Now for the main loop of the program. On the press of the spacebar, the program increments two variables before looking for the lowest numbered picture and song on the disk and loading them. It will then load in each set of pictures and songs numerically as required until it has loaded the highest-numbered picture and music file. And when the variables are reset, the program begins the loop again.

Next, the full colour register is loaded into a variable for later manipulation by the music. The bit that changes the palette and rotates the colours is in the subroutine called "PALCHANGE". This subroutine picks the colours displayed from the palette in the following way. The colours are put into batches of four by the program; the first from each batch is displayed, and followed by the others, before it loops. The final control is decided by the Vumeter control inside the main loop. This causes the colour changes to take place in time with the beat of the music causing the very interesting colour rotation effects. The best effects will be achieved by clever manipulation of the palette inside an art package and a specially drawn screen rather than using just any picture.

NAME THAT TUNE

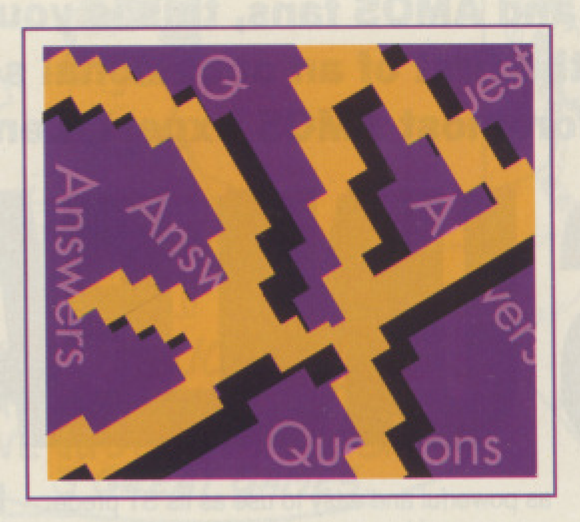
The files that can be loaded into the program must be converted to an *AMOS*-acceptable form and named as follows:

Pic(number).IFF

and

Song(number).IFF. They should then be stored in two directories of their own, called Pic and Song for the program to find and load in numerical order as previously described. If you want some `off the shelf' music, Luke Miller's music from the *AMOS* P.D. Library is set up and ready to be loaded into your own Disco Light show. To see how the colours are controlled, try out some of the changes included in the panel.

Contact Points. AMOS P.D. Library. c/o Sandra Sharkey, 25, Park Road, WIGAN. WN6 7AA.



Want to know how to fit a left-handed dangle widget into a right-handed wiggle loop? Martin Rayner will find out the answers for you.

With the growth in popularity of console machines such as the Megadrive, the Super Famicom and even Commodore's own CDTV, where does the Amiga fit into the picture? Is it going to be superseded by these keyboardless upstarts, or are there new things on the horizon to help our beloved machine remain the fastest-growing home computer in Britain today?

In the Amiga's early years, it suffered greatly from having been targetted at the wrong market. That's to say Commodore were charging such a high price for the machine that it was out of the range of most home users, especially games players. After a couple of years during which the Atari ST became a runaway success, Commodore realised their mistake, and re-priced the Amiga to compete in the home market. Until that time, the Amiga had developed a reasonable base of manufacturers who were producing technically-orientated software and hardware, such as digitising tablets, word processing packages, etc.

Even after the Amiga became cheap enough to buy as a games machine, it took a few years for the new price to have any significant impact, and although there were many companies producing software and hardware, the machine was by no means being stretched to its limits. The D-RAM shortage a couple of years ago came just as the Amiga was beginning to gain mass popularity, and this unfortunately meant that it was very expensive to buy memory expansions. This, in turn, meant that it was not particularly viable for games manufacturers to produce

EPSON DX 100 PRINTER

PRINTERS

I've been in the computer field for many years now, having owned a Spectrum, C64 and now an Amiga. I've been reading CU regularly since you reviewed the VIC 20 version of *Commando.* (That's funny, there wasn't one! Steve Merrett).

I've bought a second-hand printer (Epson DX 100 daisy wheel) without manuals etc, as I could never afford to buy a new printer. When I set the printer up and switched on, everything worked correctly. I selected the driver from the preferences menu (I've tried EpsonX and EpsonX(old), and then tried testing it by using the notepad and print files from Workbench but nothing happened.

Please could you help me to get my printer and Amiga to work together by telling me what position the DIP switches have to be in and what printer driver I use? Where am I going wrong?

J. Taylor, Loughborough, Leicestershire

There are a number of possible solutions to your problem. In the first place, have you made sure that your printer is actually on-line when you try to make it print? There is a switch on it somewhere to do this, and unless it is actually on-line, it's not waiting to accept print information from the Amiga. Assuming it is on-line, you should find that any Epson driver will make it work in text mode. Being a daisy wheel, it is not in fact capable of proper graphics in any case, but the codes required to make it print normal characters (letters, numbers, etc) are standard whichever driver you are using. As for the DIP switch settings, there's no way that I can tell you the correct settings for these without seeing a manual. If anyone out there can help with the manual, or the switches, please drop me a line.

CDTV VS AMIGA

EXPANSIONS

Now, at long last, the CDTV has been launched. So when will the CD-ROM drive for normal Amigas become available? Also, is the CDTV that much better than the normal A500 or is it just the sound that has been improved?

David Walker, East Harling, Norwich

Whilst there are no firm release dates available for the A690 (CD-ROM), there are rumours afoot that September is a possible launch date. It seems highly likely that Commodore will at least release it in time to cash in on the Christmas spending sprees. As for making a comparison between the A500 and the CDTV: they are targetted at entirely different markets, and as such I'm not sure if a direct comparison is really valid. Commodore are vociferously claiming that the CDTV is not a computer, despite its distinctly computeresque attributes. They prefer instead to use phrases such as 'home entertainment centre' when referring to their latest innovation.

Whatever terms they use to describe it, it does have many points in common with the Amiga. The greatest difference, is the

games exclusively for the one meg machines. As D-RAM prices tumbled in the latter part of 1989 and into1990, RAM expansions became one of the most popular purchases for Amiga owners. As a result, one meg software began to appear, tentatively at first, with such titles as *Space Ace*, *Dungeon Master* and *Deluxe Paint III* leading the way.

As Amiga owners began to realise that they would be at a disadvantage with only a half-meg machine, sales of RAM expansions went through the roof. This precipitated a RAM price war, which resulted in the present situation where you can pick up a half meg without a clock for twenty five pounds. Also, it was now viable for software houses to produce one meg only software, and more complex and cerebral titles began to appear. With their appearance, the machine became attractive to even wider audiences. Today the Amiga appeals to virtually every user type. It is satisfying to technophiles and gamesters, amateurs and professionals alike. As the user base for the Amiga continues to spiral upwards, it becomes worthwhile for hardware manufacturers to invest in major projects such as graphics boards and hard drives. Take a look in the news section of any Amiga mag, and you're almost certain to see new hardware available on a monthly basis. With each new piece of hardware that hits the shelves, the Amiga becomes even more powerful, fulfilling more and more of the requirements placed upon it.

For graphics it is already used by Disney, Channel 4, and BBC TV, and as an animation tool it is being used by professional studios the world over. Its processing power has apparently been harnessed by Lever Brothers to run their soap powder production lines. Radio One DJs have been using its sampling abilities to create their jingles for years, and the pop group Snap couldn't live without the Amiga when it comes to composing their records.

So back to the question: does the Amiga have a future in the light of all the new consoles that are hitting the scene? The answer must surely be a resounding YES! With each new development, the Amiga becomes ever more popular, the question seems not to ask whether the Amiga has a future, but to look at greater diversification of its uses.

inclusion of an optical drive that reads information stored on CD type disks as opposed to 3.5 inch floppies. These CDs have a massive 650 megabytes of storage space, and this information can be accessed far faster than if it were stored on normal disks. It has the same graphics modes as the Amiga range, so software run on the two machines is likely to look very similar, though the storage capacity of the CDs makes it far more viable to include lots of very detailed graphics, especially in software that doesn't require animation. The CDTV has the further advantage of being able to play CD sound tracks and effects whilst you play games. The main problem seems to be the exclusion of a keyboard with the package. This means that, initially at least, you will not be able to use the machine with applications that are keyboard-oriented. Many people currently feel that it's worth waiting to see what becomes of the A690 before committing themselves to the expense of what may be a very costly executive toy.

ANIMATION

GRAPHICS

How good is the animation program on *Deluxe Paint?* Is it worth the £35 upgrade?

David Walker, East Harling, Norwich

The animation facilities offered by both *D-Paint III* and *IV* are very good for certain types of animation. If you want to create a magnificent animation featuring characters running all over the screen, these packages will help you only in as much as they allow you to view and play the frames of your animation as you draw them. Neither package will actually draw the different stages for you if you want to see legs and arms moving realistically. If you're creating animations that involve objects moving in perspective, like a tank driving away from you, or if you want to create an animation in which the animated objects simply move in a specified direction, then these packages are ideal.

Other packages, such as *Aegis Animator* and *Fantavision,* try to calculate limited in-between frame animations, and although they're better than *D-Paint* at this type of animation, they are still very limited.

Ray-Tracing packages, such as *Sculpt 4D* and *Turbo Silver,* allow you to create genuine 3D objects and animate them in almost any way. The big disadvantages with these packages is the amount of work that's involved in defining your objects in the first place. Also, unless you have a faster maths chip, you'll also find it takes absolutely ages for the computer to actually calculate and draw your animations using these 3D packages. Using HAM mode several hours rendering time per frame is not unusual, and the inclusion of reflective surfaces into your picture can increase this time considerably.

For most people, the only viable way to create impressive animations is to sit down with *D-Paint III* and draw each frame by hand.

SCREEN OFFSETS

On my Workbench disk the screen was partly off the side



of the TV by about half a centimetre. This I corrected with Preferences, but obviously on self-booting games this has no effect. Is this normal as I am using a telly and not a monitor?

Paul Hunt, York.

You might try adjusting the horizontal shift dial at the back of your TV if it has one. This will simply allow you to slide the picture across the screen without changing its size. Alternately, you could try compressing the horizontal dimensions of the screen picture assuming your TV has a dial to do this (some do). With most software the above options should work perfectly, but there are some titles that display their images on an overscan screen, or even the new super overscan. These two screen modes, intended to give full-screen width images, actually place strips of the picture outside the width range of both TVs and monitors alike. In this case, it hardly seems worth adjusting the dimensions or location of your entire screen just for the sake of a couple of pieces of software!

CLI AND SHELL IS IT WORTH IT?

Is it worth my while struggling with CLI and SHELL or does Workbench do everything anyway?

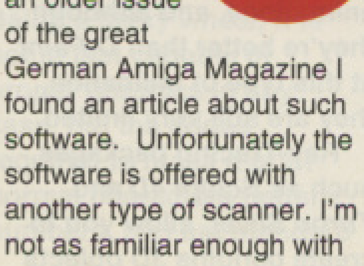
Cathy Sylvester, Southampton.

Yes, it is worth your while struggling with CLI and Shell. Shell is actually a more advanced form of CLI, so you only need bother to learn that. They both use the same commands in any case. Workbench offers some rudimentary tools, and there are some more useful ones in the various directories on the Workbench disk, but there are some functions that can ONLY be performed using Shell/CLI.

Advanced copying and file renaming commands, complete disk directories, and multi-command batch files are just some of the things you will be able to do! Should you ever decide to go on to learn another language, such as C or Machine Code, a basic knowledge of CLI will be essential. Apart from the fact that it will be needed to switch between text editors, compilers and other tools, an understanding of CLI is a useful basis for understanding more about the way the Amiga works.

OPTICAL CHARACTER RECOGNITION PT 3

In the June issue's Questions and Answers a reader asked for a piece of software with the ability of recognising text by a scanner. In an older issue of the great German Amiga Magazine I found an article about such software. Unfortunately the software is offered with another type of scanner. I'm not as familiar enough with this technique as to say whether the software can work with your reader's scanner or not. An important fact mentioned in the mag is that the system often crashes if the user makes even the slightest mistake, although the software may have been updated by now. To contact the distributor, write to: Reisware, Postfach 36, D-5584 Bullay, Germany. Tel 06542 2086/2087. Fax 06542 21017.



Oliver Gumtau, Glinde, Germany

Looking at the pictures that Oliver has kindly sent us, the software is running on a *Cameron Handy scanner*, one of the earliest Amiga scanners to hit the scene. What more can I say. Thanks very much for your help, Oliver. You win a free subscription for this month's best letter.

CANON PRINTER DRIVER

Following your review of the *Canon BJ-10e* bubble jet printer in the June issue, I bought one from my local Dixons who assured my that I wouldn't have any problems using it with my Amiga. No matter which printer driver I use with it, the graphics always come out looking jumbled. I have not been able to find an actual *BJ-10e* driver anywhere, can you help?

Richard Mansie, Hotwells, Bristol

The *BJ-10e* is capable of emulating two different printers; the *IBM Proprinter X24E* and the *Canon BJ-130E*. There's a specific driver available for the *BJ-10e*, which has been released on the PD circuit. If you are having difficulties finding the driver, Kryptonite PD have kindly offered to copy it for any readers who send them a blank disk and a stamped addressed envelope. Kryptonite PD can be contacted at 28 Clifton Gardens, Golders Green, London NW11 7EL

BUDGET RAY TRACING

Having read reviews of various ray tracing packages in numerous other magazines (sorry!), I decided that I would like to try my hand at it. As my budget is very limited (I'm a student) I decided to test the water by buying Artronic's *C Light* package. I know I'm probably just being dumb, but I can't seem to get it to do anything except draw spheres, cubes, tubes, and rectangles. I know it doesn't let you do surface or texture mapping, but the only effects that I'm able to produce are dithered looking blocks of solid colour with some very unimpressive shadows. I read on the back of the packaging that it was 'A complete ray tracing system for generating 3D pictures and animations'. What am I doing wrong?

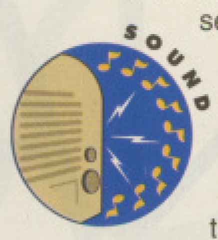
Carlo Pellici, Southend on sea, Essex

Of all the ray tracing packages I've seen, *C Light*

is undoubtedly the worst. Most ray tracing packages allow you to create your 3D objects using primitives. Primitives are simple objects such as cubes, spheres, torii, spirals etc, which you can then modify to create far more complex shapes. In most packages, these primitives are just the starting point, and many subtle modifications can be made to them to create objects that fit your exact requirements. In *C Light*, these primitives are almost as complex as you can get. Spheres can be squashed, cubes can be elongated and rotated, but the basic shapes more or less remain the same. As for surface textures and colours, let's just say that *C Light* handles them with about as much sophistication as a toddler attempting to recreate the Cistine Chapel with a felt tip pen. Needless to say, I'm not impressed with the package, even at the budget price that it was originally sold at. I believe it's now passed into the public domain, but even for £1.00 I would think twice before buying it.

In terms of state of the art ray tracing packages, *Sculpt/Animate 4D* still rates very highly. *Real 3D* is the latest contender. It boasts texture and bump mapping features, 24 bit-plane support said to be invariably user friendly. With versions starting at around the £140 mark, it's not cheap, but then quality never is!

PROTRACKER TUTORIAL



I was very happy to see Protracker on the June cover disk, and the tune was really great. There's just one problem; how do I write my own songs? I read through the instructions on Protracker (when you press the HELP key) but I didn't really understand them. Do you plan to print a tutorial?
Stewart Johns - Reading, Berks

Mat tells me that he had no plans to print a Protracker tutorial, although a series of song listings, complete with samples on the coverdisk, was a possibility. However, he says that if enough people write in to him via Q&A, he may well reconsider and print a complete tutorial. If you are interested in seeing either idea in the pages of CU, drop us a line.

HAM RADIO

Is it possible to boadcast computer signals in the same way as radio signals
Roger Heights, Gwent

Yes it is, although you'll need specially written software and custom equipment. One thing you need to check out is the legallity of the frequencies the code has to be broadcast at. MIDIcode, for instance, can only be broadcast at an illegal frequency.



The Canon BJ-10e may be a great printer, but finding drivers for it isn't easy . A stamped addressed envelope & blank disk to Mat at the CU offices will get you a copy for nothing



Animation on Deluxe Paint III is already very useful, but with the imminent release of Deluxe Paint IV, would-be Walt Disneys will have even more power at their disposal. The inclusion of a video-style animation control panel will take the pain out of producing great animations.



The actual specifications of Commodore's CDTV seem all-but obscured by the media hype that has surrounded its development and launch. Only now are the true merits of the system becoming apparent.



There are now well over a dozen excellent Ray Tracing packages on the Amiga. Unfortunately C-Light is definitely not one of them. If you want something that is capable of turning your Amiga into a top quality image lab, try Sculpt 4D, Turbo Silver, or Real 3D.

SOFTWARE PD FANATIC

If you've written any neat programs, fun games, incredible utilities, or anything that you think other people might want to see, why not turn your hard work into hard cash?

Unlike mags that offer to pay you £1000.00, we won't promise you the earth, but if we use your programs you may get paid a small fee, and if your stuff is exceptional you could earn up to £500.00.

We are interested in seeing anything that you've written, so come on, don't hold back. You may not rate your tiny routine to work out every prime number between one and five, but it could be just what somebody else needs.

We're also very interested in seeing any outstanding PD that hasn't already been doing the rounds for years.

Please put your programs etc, onto a standard 3.5inch AmigaDOS disk. Full documentation should also be included on the disk.

CU PROGRAM SUBMISSION FORM

Name ....

Address ....

....

....

....

Phone ....

Program Size (in K) ...... **Program Name** ......

Additional files required by main program ......

Brief Summary of what your program does

....

Type of Program:

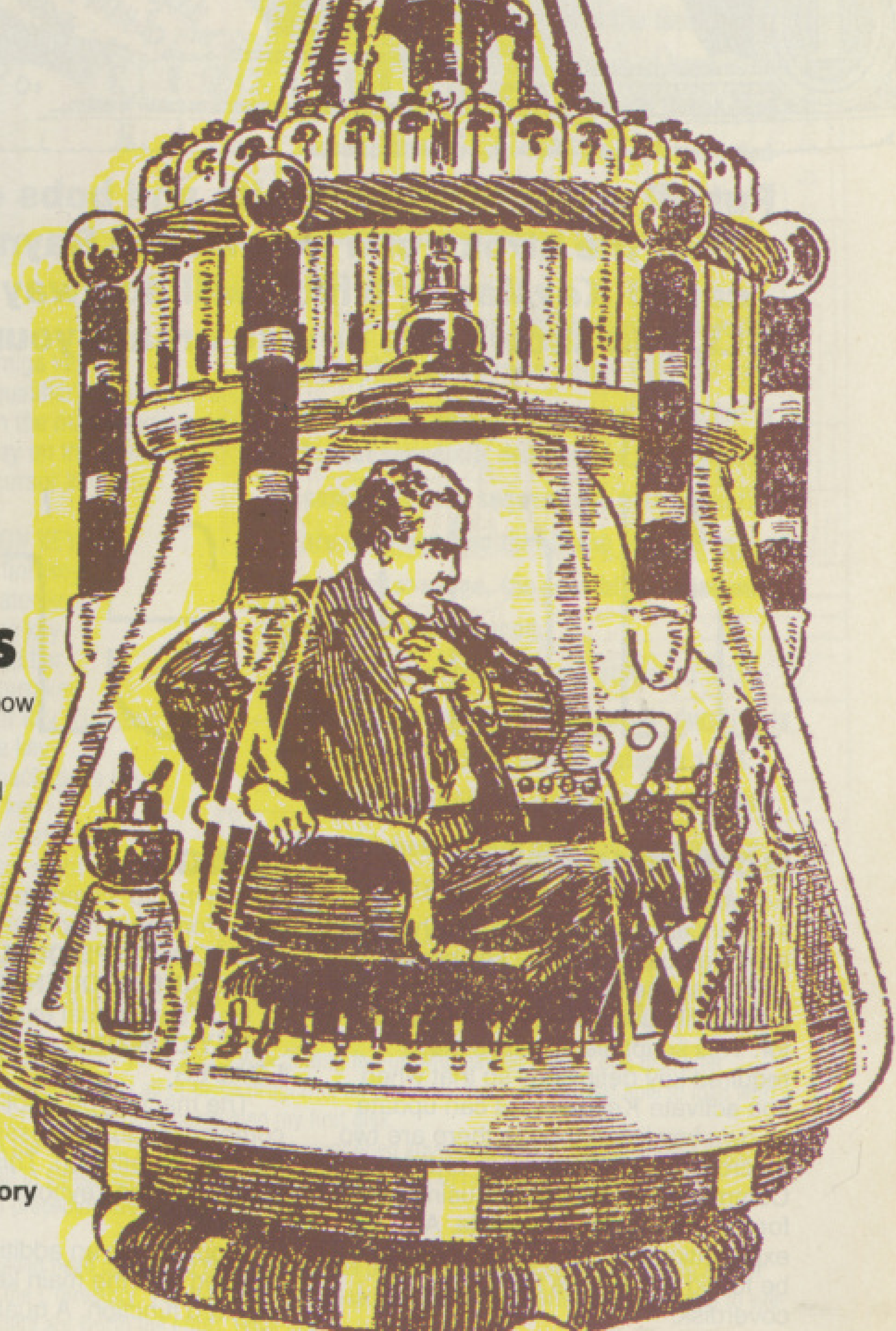
- **GRAPHICS/MUSIC PACKAGE** ☐
- **GAME** ☐
- **DEMO** ☐
- **PROGRAMMER'S TOOL** ☐
- **PROGRAMMER'S ROUTINE** ☐
- **FUN** ☐
- **MISCELLANEOUS** ☐

PLEASE ENSURE THAT YOUR DISKS ARE VIRUS FREE, AND THAT YOUR NAME, ADDRESS, AND PROGRAM NAME ARE WRITTEN ON THE DISK.

IMPORTANT You must sign this declaration before your programs will be considered; **The above named program(s) are submitted for exsclusive publication in CU Amiga magazine. It/they are wholly my own work and I agree to indemnify EMAP Images against any possible legal action should copyright problems arise.**

Signed .... **Date** ....

AUTHORS AND S SOUGHT



COMPETITION WINNERS

Only one winner this month culled from the numerous entrants in our **MC Hammer** competition. There were over fifty entries in the end, with the occasional one still arriving. It was a tough competition to judge, but in the end the variety and originality of Gary Master's tune took first honours. Incidentally, could the author of Bill Mason's Gone, and Wendy Tucker's Found please contact me as I've lost your address. Thanks .

BRILLIANT MACHINES

Are you that great, British eccentric? Do you perhaps know someone who's doing something wacky with their Amiga? Have you pushed our favourite machine beyond all reasonable bounds?

If you can answer yes to any of the above questions, CU Amiga would love to hear from you – and thrill to the thought of seeing your ideas splurged across the pages of over 100,000 copies of this magazine.

If you think that you can help, please drop me a line at the CU offices. Address your letters to;
Mat Broomfield, My Brilliant Machine, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Incidentally, to Steven Hicks, whom I met at the June World Party in Lincoln. Thanks very much. You're a total lifesaver!!!



Put all of your favourite bits and bobs on one disk and then access them with the stroke of a key. Martin Rayner introduces a great new utility called *KeyMacro*, which will do away with entering commands via the CLI, and shows you how to create your own professional-looking menus.

fingerbobs

HOW IT WORKS

Keyboard macros are simply sequences of commands, which are executed using a single key press.

To use the program you must create a script file using a standard text editor. This script file specifies the required key definitions so that when you activate *Keymacro* it can update its own key list. Although there are two Macro types available, Key and Command, we will only be using Key for the purpose of this article. An explanation of both macro types can be found in the docs file on the coverdisk.

USAGE

All *Keymacro* commands follow the same format:

MACRO TYPE/QUALIFIER/KEY = COMMAND SEQUENCE

Here's an actual example:

KEY CONTROL+K="EXECUTE LOADER"

The macro type is followed by the key combination to be pressed to execute the macro definition. This combination consists of the keyboard qualifier and the key.

A qualifier is an additional key to be pressed with the main key to activate the required function. A qualifier MUST be

MACROFACT

Keyboard macros can:

- **Save you time**
- **Help you to avoid typing repetitious commands**
- **Prevent you from having to remember complex command sequences**
- **Allow you to create professional menus easily**

A TEN STEP GUIDE TO INSTALLING *KEYMACRO* ON YOUR OWN DISK.

1. Load Workbench and format a disk.
2. Open the Cli from Workbench and install your formatted disk.
3. Using the makedir command, make the following directories:-

   C Devs Devs/Keymaps L Libs S

4. Using the copy command, copy the following files from the directories of the cover disk to the same directories on your disk.

   Type to the **C** Directory
   Setmap to the **C** Directory
   Keymacro to the **C** Directory
   Mount to the **C** Directory
   Mountlist to the **Devs** Directory
   GB to the **Keymaps** Directory (inside the **Devs** Directory)
   Keymacro-handler to the **L** Directory
   Null-handler to the **L** Directory
   Arp.library to the **Libs** Directory

5. Copy any additional files that you know you are going to need. For example, if you are going to include PPMore on your disk you will require "Powerpacker.library" in the Libs Dir.
6. Load up a text editor or word processor as you will need to write the following files:- A Keymacro.config startup-sequence A Menu You can name the menu anything you like, but the other two files must be named as titled.
7. You must have the following routines listed within your startup- sequence. Setmap GB Mount Null: Keymacro Type menu
8. When you have finished writing a file save it to your disk. Startup-sequence to S Dir. Keymacro.config to S Dir. Menu
9. Now is the time to check that all files needed have been copied to the disk and placed in the correct directories. Is that program you wanted, on the disk and listed on your menu.
10. That's it! Reset your Amiga and load your new disk.

DISK SIXTEEN

DISK FEATURE

A SAMPLE KEYMACRO SCRIPT FILE

So that you can see how all this works in practical terms, here's an example of the type of file we used to create this month's coverdisk. You can find the exact file that we used in the S directory.

```
Keymacro 1.8
Key none+1 = "loadimage pics/pic3.iff\n"
Key none+2 = "trektrivia\n"
Key none+3 = "mm\n"
Key none+4 = "noiseplayer -p2 modules/solid state anthem\n"
Key none+5 = "loadimage pics/pic1.iff\n
Key none+6 = "vk\n"
Key none+7 = "ppmore fontinfo\n"
Key none+8 = "ppmore amosinfo\n"
Key none+9 = "ppmore sampleinfo\n"
Key none+0 = "type menu2\n Keymacro  startup macro2\n"
```

given, but if you want a key to work on its own without a qualifier, enter the word NONE at this point. Next, an = sign is needed to tell the macro to execute the following string. String is the name given to any sequence of characters that are enclosed in quotes. The string must be enclosed in quotes and the characters \n can be used to indicate the return key function.

KEYMACRO QUALIFIERS:-

NONE No qualifier (For single character key press)
CTRL Control pad
LSHIFT Left shift key
RSHIFT Right shift key
LALT Left alternate key
RALT Right alternate key
LAMIGA Left Amiga key (Commodore key)
RAMIGA Right Amiga key

Along with the qualifier key you will also need a key to attach the macro expression to. You may use any key on the keyboard, including function keys, cursor keys etc.

MACRO EXPRESSION KEYS:-

F1/F10......The function keys
TAB.........The tabulator key
ESC.........The escape key
SPACE.......The space bar
RETURN......The return key
ENTER.......The enter key (Numeric Pad)
DEL.........The delete key
BACKSPACE...The backspace key
HELP........The help key
LEFT........The cursor-left key
RIGHT.......The cursor-right key
UP..........The cursor-up key
DOWN........The cursor-down key

THE KEY FACTS

The first keyboard ever invented had no shift-key mechanism; it wrote in capital letters only. Strange as it may seem, a double keyboard was introduced in the late 1800s. It contained twice the number of keys – one for every character in upper and lower case. Hard to believe, but for many years the double keyboard and the shift-key machines jockeyed for position as the number one best seller!

The almost universal layout of the letters on keyboards is the so-called QWERTY system. It may seem a random selection but is in fact especially designed so that letters commonly used sequentially (like s and t) are separated, so that in the old, old days of typewriter usage, the possibility of jamming the keys was reduced.

How long have you ever stayed at a keyboard? The record for the longest duration is 264 hours by Violet Gibson Burns in 1985.

Fancy yourself as a super-fast wizz kid? The quickest speeds on a keyboard are an amazing 216 words per minute by Stella Garnard on an IBM machine.

TRIAL AND ERROR

I decided to start compiling my own utility disks some years ago. I was getting fed-up with having to load one disk after another for the sake of one or two programs that I needed to use. What I really wanted was all of these programs on one disk, menu driven and able to load with a single key press. To begin with the task seemed daunting but with patience and perseverance I completed my first disk.

To cut a long story short, the program needed a special routine located in the SYSDIR. This fact was not mentioned anywhere on the disk, including the Docs. Once I had found and copied the routine, Bingo! It worked. If you find yourself in similar circumstances here are two points to remember.

1. It may be that you need a command routine (eg **Load**, **Run** or **Execute**) preceding the program name.
2. A special file may be required in a specific directory.

EXAMPLE:- You would like the head-cleaning program on your disk. Its called head cleaner on the menu but the program is named *Scrubber*. The *Scrubber* program needs the special Ram handler (on the cover disk) to be inserted in the L directory. You will also need a load routine in the C directory. The string to execute should read "load Scrubber". Trial and error it may be but I think the results are worth the effort. Have fun!


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SCANNED AND DELIVERED

You've heard about hand scanners being used with desk top publishing (DTP) programs, but you may be pleasantly surprised at how easy they are to use. Martin Rayner looks at two reasonably priced units from Pandaal and Golden Image.

I was mildly surprised to find that the only differences between the two units are in the software and packaging. Pandaal and Golden Image are offering identical scanners. Golden Image buy their software in from the States, whilst Pandaal actually write their own. This is not an uncommon practice, and is used by many companies in the computer market, especially with printers. In this case, both companies have chosen to use the Marstek Hand scanner (M105). Marstek are one of the best manufacturers in this field today, producing quality mice and scanners for many companies.

A CONCISE DEVICE

There are four controls situated on the body of the scanner. The start button and the scan mode switch are situated on the left-hand side, Whilst the right-hand side supports the brightness control and the resolution switch. The start button has to be kept depressed whilst scanning, and the scan mode has settings to scan text or photos. There are three photo settings available, offering a choice of dot densities, or dither patterns. The resolution switch has four settings ranging from 100 to 400 dots per inch (DPI). The higher the resolution, the more detailed an image will appear once scanned. If the images are to be used in *D-Paint*, higher resolution scans simply produce larger pages, rather than more detailed screens. Pandaal suggest that the brightness control is best left in the central position, but this is not correct. The setting will entirely depend on what it is you are scanning. Colour pictures scan better with a light brightness setting, whereas black and white pictures and line art benefit from a darker setting. When in operation, a green light is emitted from the underside of the scanner to inform you that all systems are go. If you try to move the unit too quickly when scanning, a red LED lights up to warn you.



Although the main difference between the packages is in the software, the Golden Image Scanner is considerably more weighty.

THE SOFTWARE

As I stated earlier the only way in which these two packages differ is in their software, although Pandaal also include a metal strip to help you to keep the scanner straight during scanning.

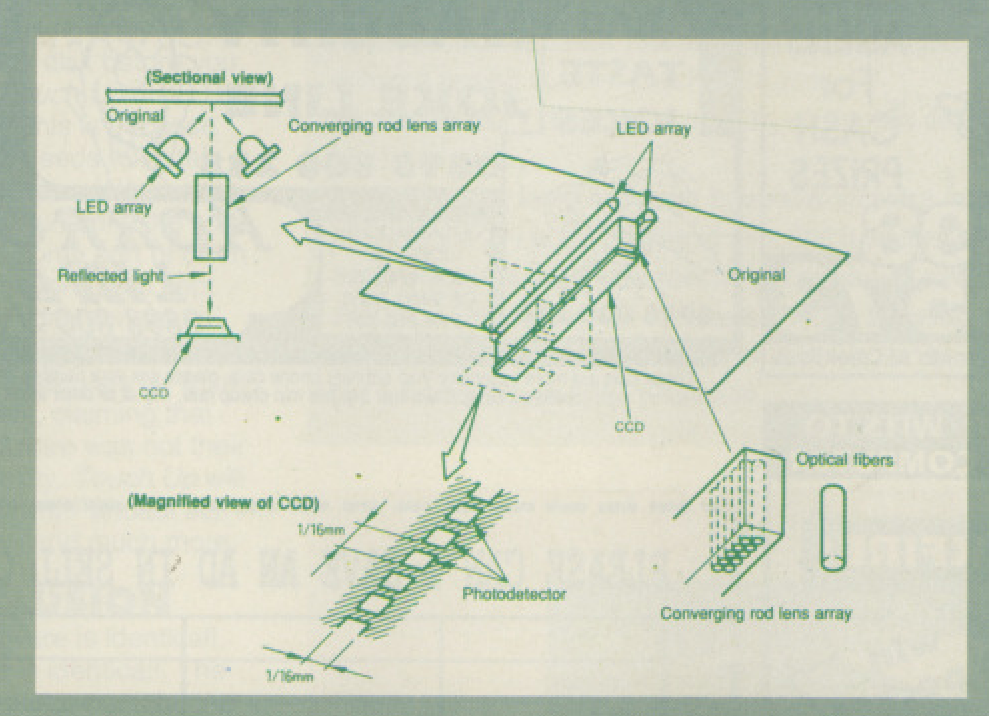
BITS AND BOBS

Both of the scanners reviewed come complete with their own powerpack and



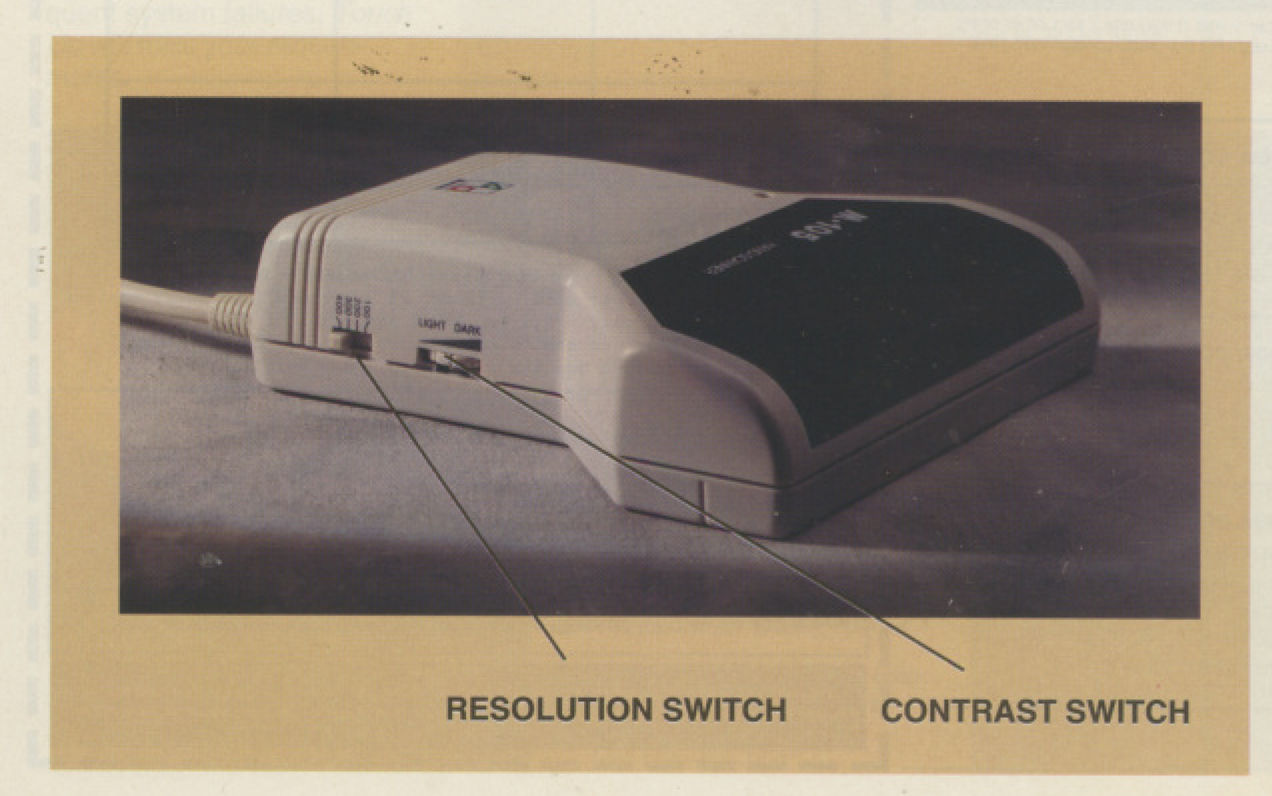
SCANTECNICS

Commercially scanners have been around for a long time, mainly in the form of large flat bed machines. Desktop hand scanners started to surface a few years ago and now many magazines and designers find them invaluable in their work. The prices are now dropping to a more affordable level bringing them within reach of the home computer owner. The hand version uses a contact type image scanner to read the image of an original during digitisation. The scanner consists of numerous yellowish-green LEDs arranged in parallel rows. These provide the light source which will illuminate the original during the 'read' operation. The light reflected, according to the contrast of the original, is passed back through the converging rod lens array (optical fibers). The light is then passed directly on to the Charged Coupled Device (CCD) and converted into an electrical signal. To enable the computer to recognize the signal they are then passed through an analogue to digital converter.



Daata Scan Professional, Pandaal Marketing, 44 Singer Way, Kempston, Bedford, MK42 7AS (0234) 855666 Price:£189.95 Summer Special £149.95

Golden Image Ltd, Unit 12A, Millmead Business Centre, Millmean Road, London. N17 Qu. (081) 365 1102 PriceL £199.99, £149.99 summer special offer.



RESOLUTION SWITCH   CONTRAST SWITCH

interface connection cartridge (ICC). The ICC is connected to the parallel port (printer port) with a ribbon cable (approx 6ins in length). The power supply jack and the scanner lead then connect to the ICC. You will require a suitable three pin plug to connect to the Pandaal powerpack. The Golden Image powerpack uses the two pin razor adaptor type plug. Golden Image include a razor adaptor within their packaging, but this is not consistent with British safety standards. There is no insulation on the live and neutral pins.

PANDAAL HANDLE

Pandaal offer a slim twenty-page manual designed for speed and ease of use. This is great if you like the instant "hands on" approach to handling new hardware. The Pandaal software is auto booting and when loaded presents you with two windows and an icon task strip. The strip consists of eight icons that control the functions such as load, save, scan, zoom, print etc. There is a blank image window and a settings window. The settings window is used to change the page type A4/A5, resolution, width, height etc. There are also four pull-down menus titled project, image, clipboard and scan. From within the image menu you can operate standard features such as cut, copy, delete, paste, invent etc. The clipboard menu gives you image manipulation control for rotate 90°, flip horiz/vert, invert and zoom.

GOLDEN IMAGE VISAGE

Two books accompany the Golden Image scanner. One is the owners' manual, which ➢

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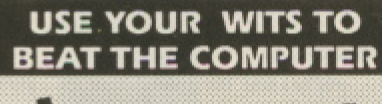
DE LA SOUL IS DEAD... But I am not. If there's any Amiga owners out there wanting to make new contacts please send lists and discs to Colin, 16 Grace Avenue. Bexleyheath, Kent DA7 4NN 100% Reply Hello Gino you bore!

AMIGA SOFTWARE FOR SALE! £1.50 per disk, also fast contacts wanted. Write to: Kenneth Ellingsen, Box 111, 2831, Raufoss, Norway

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It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses.

SCANNED AND DELIVERED

➢ is a seven-page quick quide to installation and controls. The other publication is called *Touch up* a full blown 171-page tutorial. *Touch up* is manufactured in the United States by a company called Migraph, and claims to be "The complete design tool for high resolution monochrome images". *Touch Up* was specifically designed by Migraph for editing and manipulating massive bitmaps. You will need to make a backup copy of your Workbench disk before you load the *Touch Up* disk. The reason for this is because *Touch Up* needs to install fonts on to your Workbench disk. Unfortunately, the software had some sort of clitch in it and the program kept crashing. I did manage to contact Golden Image but their response was far from satisfactory, claiming that faulty software was not their responsibility. *Touch Up* will do all that the Pandaal software does and much more.

CONCLUSION

The hardware is identical!. The price is identical!. The deciding factor must be the software. If you like quick, reliable, no frills software then the *Daata Scan* fits the bill nicely. On the other hand if you have plenty of patience and don't mind reading hefty manuals and suffering frequent system failures, *Touch Up* will fulfill your requirements.

HEAD 2 HEAD

SAY THAT AGAIN!

Jargon explained for beginners;

BIT - A bit is the smallest unit of computer memory. All data is stored in bits and bytes (eight bits equal one byte). A single bit has two possible values; 1 or 0.

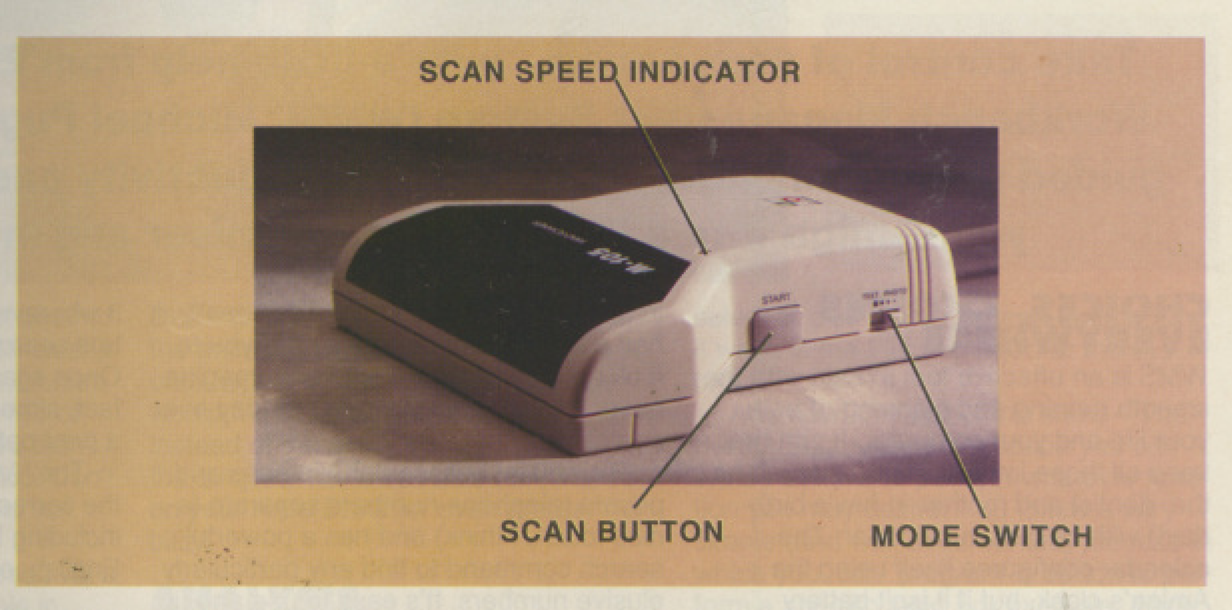
BITMAP - On a two-colour picture, each pixel is represented in computer memory by a single bit. If the bit is switched on (1), the pixel is one colour, and if the bit is off (0), the pixel is another colour. A monochrome image is usually represented in memory by many hundreds or thousands of bits. This representation is called a bitmap. Colour images consist of two or more overlapping bitmaps and are called bitplanes.

COLOUR BIT DEPTH - This is only important if you are scanning full colour images. The bit depth ability of a scanner is determined by how many grey levels it can detect. If a scanner can only detect black and white it is classed as a one-bit scanner. Scanners that can detect four grey levels (like the one reviewed) are two-bit scanners, a four-bit scanner can detect up to sixteen grey shades, etc. A top of the range twenty-four-bit scanner gives a photographic quality image and can sense 16.8 million different colours. If you are using a standard dot matrix printer a two-bit scanner is quite adequate.

DITHERING - The process of using varying dot densities to represent colours other than black and white.

DPI - Dots per inch. A scanner translates graphics into dots when translating it into digital information. DPI is the number of dots that it divides a single inch of paper into, when performing this process. Most scanners have a resolution switch with a range between 100 to 400 dpi.

PIXEL - This acronym of the words 'Picture Element' describes the tiny rectangles that makes up the computer screen. The number of pixels vertically by the number of pixels horizontally is the term used to measure resolution.







Distortion is often a common complaint, but the image can still be fairly clear.

TOP TO BOTTOM

I would like to mention two other hand scanners that are also available. At the top end of the market is the *Sharp JX-100* costing approximately £600 (Sharp 061-833-0226). The *Sharp JX-100* is supported with *Scanlab/100* software from ASDG incorporated. If you think the price is high their *JX-600* costs over £13,000, Ouch! At the lower end of the scale is the *Geniscan* from Datel (Datel 0782-744707). Datel have recently dropped the price of their scanner to £129.99. This is the cheapest scanner that I know of and it comes complete with the new version III software.

POWER TO THE PEOPLE

Take control of your Amiga – with a little help from Electronic Zoo's Workbench Management System (WMS). Michael Pugh takes us on a guided tour of this new budget-priced productivity package that turns your Amiga into a Filofax-style organiser and much more.

CHOICES, CHOICES EVERYWHERE

WMS is an effective tool to help with the smooth running and planning of both your life and your computer. It can help keep all those important dates (such as the dentist and mother-in-law's birthday!) with its built-in calendar. The calendar configures itself using the Amiga's clock, but if it isn't battery backed up then you will have to re-enter the time and date whenever you turn your computer on. The calendar also allows you to pick a date and then type in any relevant comments. Additionally, it has a search feature that allows you to look up a certain date or event. Imagine never forgetting your wife's birthday ever again!

'Telemate' keeps your business and private telephone numbers separate (a nice touch, I think) and has a powerful search command to find any particularly elusive numbers. It's easy to use and, if you have a modem connected, the program will dial a selected number for you. All phone numbers and calendar entries can be printed out and *WMS* uses the standard printer preferences.

'Memoed' is a bit like the Notepad on Workbench, but much more sophisticated. It allows you to cut text and place it wherever you want, and has powerful text search and replace commands. Once again you have a print option – in fact, almost every program on *WMS* has a print option. Well done, Electronic Zoo!

The 'Anytime' option lets you call up the correct time in a variety of styles, including Roman Numerals, written English, or Hex among others.

ONE FOR THE ARCHIVES

Squeeze Box is a particularly powerful feature of *WMS*. It allows you to archive (or compress) a group of files into a single file, saving valuable memory. You can select files in different directories and squeeze them all together into a single file and, when you need to use

BEGINNERS START HERE

The DEU (Decisive Environment Unit) allows the new (or even experienced) user to know what his/her Amiga is doing. It informs you what error codes actually mean (in English!), gives Shell/CLI command descriptions, and gives all the ASCII character values. This program can take the frustration out of using the Amiga shell, as you no longer have to memorise each command or constantly hold the manual in your hand! I would recommend two floppy drives for use with the *WMS*, and would personally prefer it on a Hard Drive.





WMS is memory resident, yet offers such useful utilities as a calender and appointment book.

FILO FACTS In 1986, a new breed of banker was born. Whereas banks had previously been controlled by boring grey men in equally dull suits, the boom in the money market brought with it a new high profile kind of character; the Yuppie. These hard drinking, loud mouthed, free spending nouveau riche came from all walks of life, but the one thing that they had in common was the fact that they were utterly obnoxious. One of the biggest crazes that accompanied these yuppies was the personal organiser, otherwise known as the Filofax (named after the largest manufacturer). These glorified diaries were seen by many as a tangible symbol of success, and Filofaxes could often be as pretentious as their owners, with some custom made diamond encrusted versions even appearing. When the stock market died in October 1987, so did the Yuppies. Filofaxes appeared to be more durable, and are now cheap enough for most people to afford.

QUICK-INFO
Price £24.99. Available from your local stockist or direct from Electronic Zoo, Elliot Road, Cirencester, Gloucestershire, GL7 1YS, (0285) 641541.

them again, it will decompress them into the correct directories (if they still exist!). You can use the formats Zoo and Lharc for archiving the files (they are two of the most popular), and unarchive them using in ARC, Lharc, Warp or Zoo. Don't ask me why you can't use all four for archiving, though.

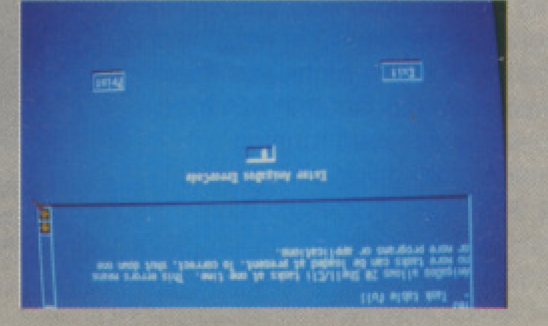
Many bulletin boards (accessed via a modem) have programs available in archived form – transferring these to your computer is cheaper on the phone bill, as your Amiga wouldn't need to use the phone line for as long. The real power in the Squeeze Box utility is that it lets you select files from any one, or all, of the directories on your disk/s. Squeeze Box is especially useful to Hard Disk owners, because you can back up the entire contents of your hard drive onto floppies. Compressing your files would mean using only a few disks, instead of the usual 10 or so. While on the subject, *WMS* can also be installed on your Hard Drive for even greater flexibility.

ANALYSIS

The File Manager actually scans the drive of your choice and then displays all the directories and files that it finds on them. Unfortunately, it doesn't show the file status such as Read, Write, Deletable etc. However, you can run a program by simply selecting it and pressing enter. WARNING – don't select one of *WMS* files and try and run it while in the File Manager, or the system will crash!

And now, the star of the show – The Button Editor. With this option you can create buttons to perform whatever function you may desire. You follow a very simple (and well documented) process in which you can 'program' a button to perform a specific task. For example, if you wanted to keep a list of your entire record/CD/tape collection on disk and you use a database to browse through (and find) song titles, and the like, you could program a Power Button to load in your database program and music data automatically. With just one click of the button you'll have all the information you need, which means no more messing around with icons and windows. You can program a Power Button to do almost anything, with a little effort. With the ability to include *WMS* in your Amiga's startup-sequence (and reduce it to an icon on your WorkBench screen), this program is really user friendly and will definitely find a place on my Amiga (high praise indeed!). A really good buy, and future upgrades have also been promised.





From the sublime to the ridiculous. Tell the time in half a dozen ways, or interpret those nasty errors.

DELUXE PAINT- THE MOVIE

Mat Broomfield goes to the movies to see a new idea from Video One – Deluxe Paint tutorials on video tape.

If you've ever wanted to master some of the more subtle uses of *Deluxe Paint III*, or *Desk Top Video*, but don't have the patience to sit down with a manual and read read it from cover to cover, this could be the product for you.

Studio One are a Scottish company who have been strong advocates of the Amiga as a broadcast quality video tool for some time. Now they've decided it's time to share some of its secrets with the general public. Their first release in the Desktop Video series devotes itself to showing *D-Paint III* users how to create professional looking titles and video effects.

TV TEACHER

The video starts very sedately with Scottish presenter Iain Anderson showing us how to load *D-Paint* (from Hard drive only). He then shows us how to select the screen resolution and number of colours. At this point I was beginning to fear that the video was to be excessively basic, and that it wouldn't be able to offer me anything. On top of this, Iain's very broad accent irritated me, and the sound quality was pretty dreadful. I'm sure I could hear lorries driving around outside, and the constant static hiss was distracting.

Nevertheless, I'm glad that I persevered.

An on-screen countdown clock is unbelievable easy if you do it the Video One way!

TALKING PICTURES

One of the first things that Iain talked about was how to create shadows on text. Although the subject matter is hardly original, Iain's fluency with the package was a delight to see. He explained how to set up your own palette and create a spread of colours from it. Again, fairly simple stuff, but Iain's speed with the software was impressive, even though, I must warn you again, he's no presenter; he often seemed to lose track, before very quickly regaining the thread of what he was saying. The problem, I think arose from the fact that Iain tried to keep a constant running commentary going all the time he was working. I would have thought that it would have been preferable to record the sound and video separately then



A screen showing how *Deluxe Paint* can be used with a genlock to incorporate computer graphics with your home videos.



You can use all of *Deluxe Paint's* features with a genlock to create a truly professional home movie.

Video One could have made a decent quality, properly scripted soundtrack.

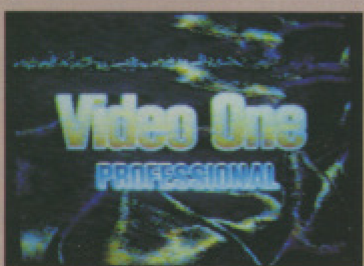
SHORT BUT SWEET

Having demonstrated the palette options, Iain went on to show us some incredibly simple but effective techniques for creating a marbled background. He then demonstrated how to use some of the Mode options to create multi-coloured shadows, bas–relief effects and highlights. Once again, his proficiency was extremely impressive, and my mind was bursting with ways that I could apply the techniques he'd demonstrated.

Having explained a quick but effective method for creating chrome effect lettering, Iain progressed to perspective and animation. He illustrated various techniques for creating moving title credits, count down clocks, sparkles on letters and twirling intros.

The video was concluded with a very quick introduction to the ways that D-Paint could be used with a Video Genlock to integrate your graphics with video film.





An example of abstract video combined with computer titles to produce a truly striking image.



Sparkles can really add a touch of class to an animated title.

CONCLUSION

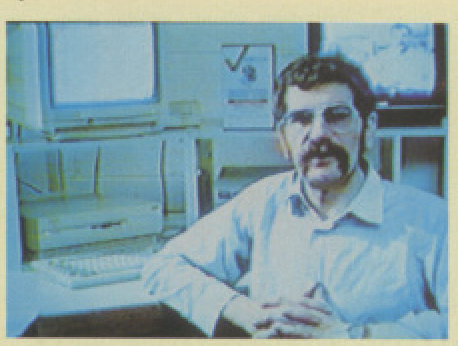
At the end of the video, I thought 'Oh. Is that it?'. It seemed rather short for twenty pounds, especially when you can buy a multi-million pound feature film for only ten. The tutorial also seemed to be rather schizophrenic, aiming at the absolute novice one moment, then rushing off at breakneck speed with only the experienced users able to keep pace. It also helped to be familiar with the commands of the program beforehand. But, despite its negative points, I have to say that I warmed to the video. The sound may be lousy, but the skill of Iain's tutorial left me brimming with enthusiasm to have a try for myself. If you have the money, and a keen interest in *D-Paint III*, I suggest that you take a look at this video. After all, it's less than the price of many games, and the skills it teaches you can last a lifetime. Price £19.99 + £1.50 Post and Packing. Details from: Video One (041) 552 7865



Video One's offices certainly look very, um, er, computer filled!



A quick example of a window onto a video taped world.



Heeeeere's Iain, our congenial, though somewhat nervous host.

PROFIT FROM YOUR MICRO

BOOK REPORT

The first thing I noticed about *Profit From Your Micro*, is how thin it is. For your money, you get a 62-page manual, of which ten pages are advertising, and a further twenty-six pages are not related to any specific business plans, dealing with subjects like equipment, etc.

SYSTEM REQUIREMENTS

The book, by K. Chadwick B.A, was written sometime prior to 1988, and therefore doesn't cater specifically for the Amiga. However, many of the schemes described within it would work equally well with any machine.

Mr Chadwick suggests that your minimum requirements to make money with his ideas is a computer, a phone, and a decent printer. Pity Intraset don't mention that in their advert, but anyway...

TEN GOOD IDEAS

The book actually details about ten money making ideas, and gives information about such matters as tax, insurance, the data protection act, and other important business considerations. It also talks about choosing a name for your business and canvassing for trade.

The actual ideas are completely sound, but like most successful ideas require you to be determined in your application of them. The information given about each plan is useful and relevant, but I felt that the ideas were perhaps covered too briefly to assist the less resourceful reader.

MORE PROFIT

It was with great scepticism that I noticed adverts at the back of the book which offer more complete guidance on some of the subjects supposedly explained in this volume.

In fairness, I cannot say that the book doesn't deliver what it says it will. It does. Just don't expect your business to come ready made on a silver platter. It will require serious work and research to implement the ideas that are so briefly outlined in the pages of *Profit From Your Micro.* Price £14.95 Details from Intraset Ltd (02572) 76800

GET RICH QUICK

A less advisable way to get rich quick, is to take advantage of the credit card boom. One American man, dubbed 'Mr Plastic Fantastic' owns 1208 valid cards, and is worth more than $1.5 million in credit. The cards cost him nothing to acquire, but it must cost him a fortune in headache tablets trying to work out his monthly accounts!


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KEEP ON TRACKING

Those of you who bought the June issue with Protracker 1.0 on the cover disk will already know how great it is. Now it's just got even better with the release of Protracker 2.0.

As a music editing and sequencing package, *Protracker 1.0* was a very user friendly and powerful package. It included all of the features found in its better known forerunner, *Master Soundtracker*, plus some that were uniquef. Now Crowborough Computers have decided that it is time to update the package and give it a professional release.

SAMPLE IT

Many of the new additions add valuable enhancements to the package, the most useful of which is surely the built in sampler. Using any standard piece of sampling hardware, it is now possible to sample extra instruments from within the package. The sampling software is actually quite good, and it offers the user a selection of sample editing tools that will prove more than adequate for most people's needs. It also includes a couple of volume editing options that I haven't previously seen on cheap samplers.

SAMPLES UNLIMITED

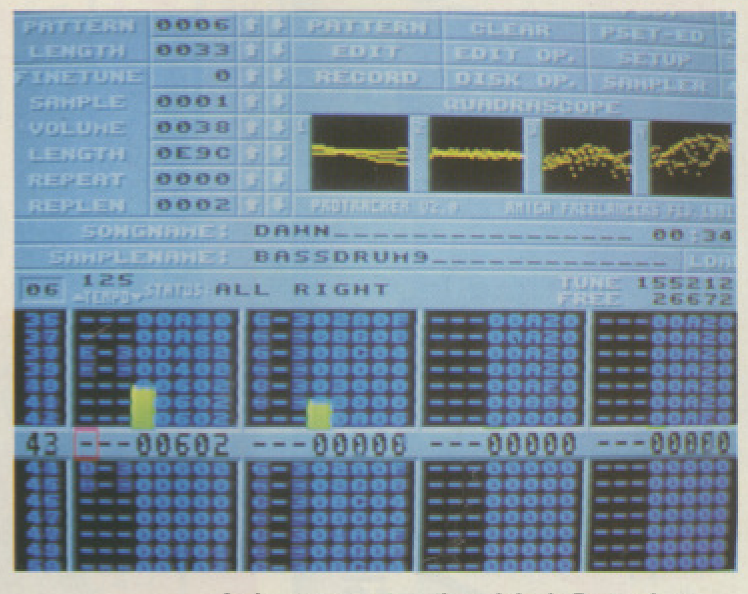
On thing that I was particularly pleased to see included with *Protracker 2.0*, is the first five instrument disks in the ST- series, (ST-00 to ST-04). I'm not absolutely sure if these are the official ST disks, but the ones that I looked at certainly seemed to be. In any case, it's a real treat to acquire five disks of top quality samples in one go.

PROTRACKERS DO IT MANUALLY

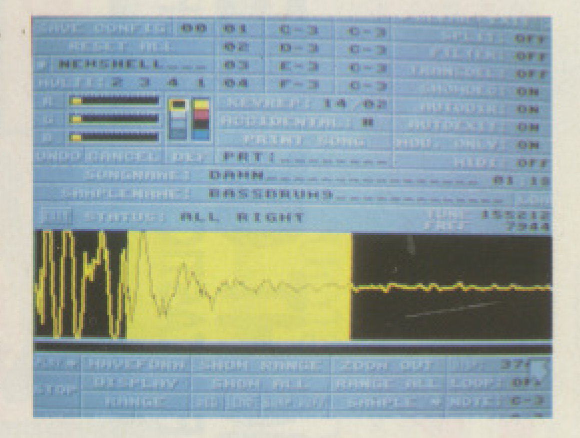
An invaluable addition is the inclusion of a full manual. Despite the fact that the manual is only 30 pages long, with an extra six-page quick-start guide, it seems to offer all the instruction that you're likely to need. The one exception to this is in the section covering commands. Instructions for all of these type of packages always seems to assume that everybody understands terms such as Vibrato and Glissando. It's not that the instructions are bad; they just don't go into quite enough detail.On the subject of Effects, there are several new ones available including Vibra, which adds vibrato (a kind of vibrating, trembling sound) to a note whilst changing its volume.

Another addition is the Tempo gadget, which allows you to change the tempo of a song whille it's playing. This makes it much easier to decide the optimumspeed at which to play a tune.

Remaining enhancements include improved file requesters and setup/customising routines and more 'hot' keys for faster and easier use. *Protracker 2.0* claims to be able to load ALL *Soundtracker* and *Noisetracker* files, and to be 100% bug-free and virtually crash-proof. Further updates are also promised.



An improvement on the original. Protracker Two has many new, neat features. . . .



CONCLUSION

All in all, quite an accomplished package. I wonder if it justifies the price tag considering the quality of PD software, but I would probably have paid the asking price just to get the sample disks! If you loved *Protracker 1.0*, then this would seem like a good purchase. Considering the hours of pleasure that you will get from it, it still represents considerably better value than most activities

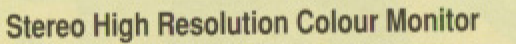
Price xxxx Details from: Crowborough Computers (0892) 667122

UP PERISCOPE

Quadrascope, one of the new features, allows you to see the actual waveform of each instrument as it plays. Although this seems like a cosmetic addition, people who are used to editing samples will find it far easier to identify which channel particular instruments are playing on at a glance.

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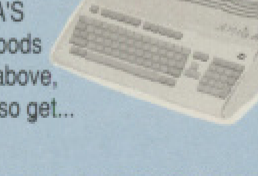
INTRUDER PACK 2

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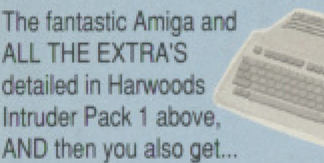
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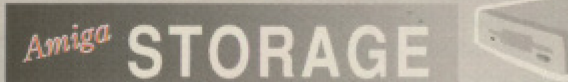
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COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

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IN THE SEPTEMBER ISSUE OF CU AMIGA



MORE GAMES

The summer slump has now reached its end, a wide range of top-quality licences and original products are starting to appear. Watch out for Gremlin's *Pegasus*, System 3's epic, *Myth*, and the the long overdue *Nebulus II*. We'll also be taking a peek at Sierra's *Heart Of China*, *Cruise For A Corpse* (yes, it actually looks set to appear at last!), and Team 17's *Alien Breed*.

Play To Win re-emerges from its summer hols, too, as Mark Patterson teams up with the coders of all the best games to bring you the low-down on *King's Quest V*, *Hunter*, *RBI II*, Adventure and games Helplines and as many others as we can squeeze into the choc-a-bloc issue.

So, if you're serious about games and want to get the lowdown first and in great detail, you know where to come...



Move over Schwartzkopf, the Aliens are Stormin' the Earth.











MORE PAGES DEVOTED TO 'TECH'

ANIMATE YOUR MOTHER

And Pee Wee Herman, a plastic model of Bart Simpson, or anything else you'd care to make move. Learn how to cheat at animation using Rotoscoping.

READERS FEATURES

Watch out for the start of an occasional series of articles inspired by you, the reader. And we kick off with hints 'n' tips from the creator of these stunning, hand drawn Prince pictures.

HOW IT WORKS – SOUND SAMPLING

Sampling sound is now one of the most popular activities on the Amiga. We show you how it works, and how to make the most ordinary sonic grab sound spectacular.

MODEMS GALORE

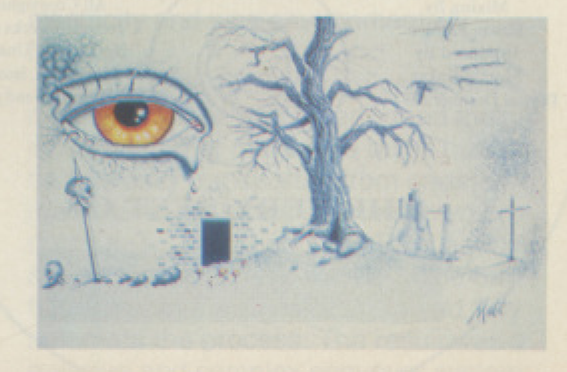
Plug yourself into the global village as CU Amiga takes the lid off modems. Learn how they work, how to get instant PD, how to set up your own bulletin board, and how international conferencing is producing excellent advances in the world of graphics and sound.

REVIEWS

Watch out for our usual brace of informative reviews, including tests of the latest products from the 16-bit Computer Fair, plus a head-to-head comparison of the latest in word processing packages.



Create impressionist art or animate your relatives, CU shows you how.

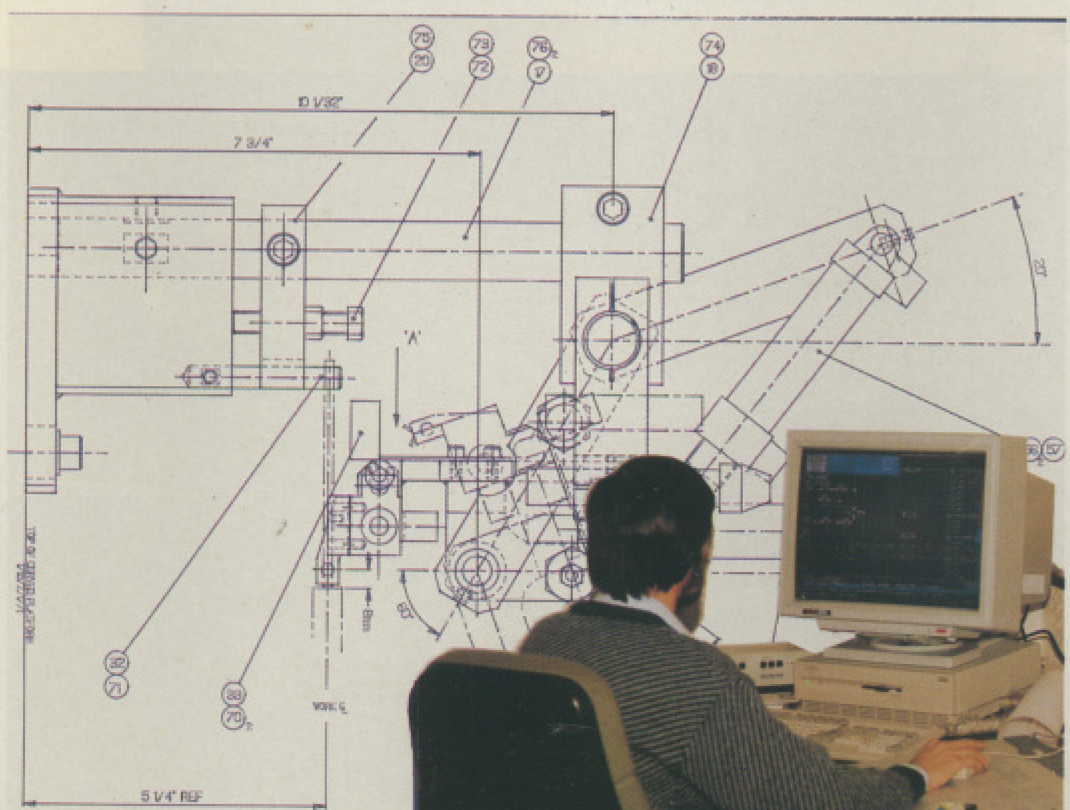


PLUS GREAT COMPETITIONS, THE VERY BEST IN DISK ENTERTAINMENT, PLUS MORE EDITORIAL PAGES THAN ANY OTHER UK AMIGA MAGAZINE. ON SALE 26 AUGUST. . . .

ADVERTISERS INDEX

ENGINEERING A SUCCESS

In the first of a series, Mat Broomfield hunts down one of the people who is really making his Amiga earn its living, SEDA's Bill McCarthy.



An A3000 and *XCAD Pro* make short work of simple drawings like this.





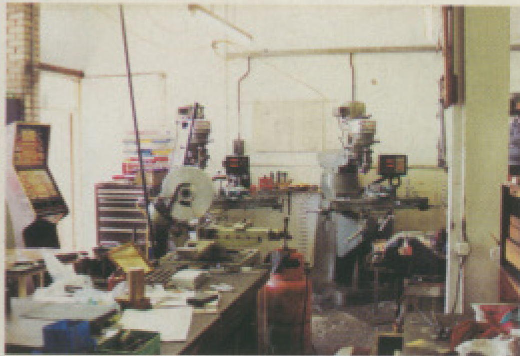
This huge and impression production line interface was totally designed on an A500 using *XCAD.*

The Amiga world is so dominated by games players, that it's very easy to forget how powerful the machine can be in the right hands. You've doubtless heard rumours about the Amiga being used at NASA and in the Houses of Parliament, I though it was high-time to find these elusive people who really put their machines to work. My search lead me to Basildon, where I discovered a real rags to riches story, all revolving around our favourite computer.

EARLY DAYS

On a remote industrial estate in Basildon, located on top of an ex-furniture workshop, sits the plush offices of SEDA Engineering. SEDA began life about fifteen months ago when industrial engineer and draftsman, Bill McCarthy, decided to set up his own drawing and design business. Initially, all SEDA owned were several drawing boards, and a handful of orders.

Then Bill met a draftsman named Clive Watts. Clive had been working from home on his A500 producing small scale drawings. Bill invited him to join the company, which he did, moving from computer to manual drafting. Clive soon settled in, but to quote Bill McCarthey "His handwriting was so bad that we decided it was better for him to use the Amiga". So Clive's work was switched over to a one megabyte A500 running *XCAD,* which he used while working at home.



A THORNY START

Soon after, SEDA secured a contract to produce a major new product for Thorn Lighting. Thorn were currently producing a new kind of lightbulb called a 2D lamp, a loop-shaped bulb which used less electricity and was environmentally friendly. . .

At that time SEDA, were using two major machines which performed their jobs at different rates. The bulbs had to be manually transported from one machine to the other, slowing down production. To get round this SEDA needed a machine that would transport the bulbs from one machine to the other and fully automate the process. The result was a massive and complex conveyor system which integrated existing technology with some new designs created by Bill, Clive, and the third team member Paul Foster.

Most of the drafting was performed on Clive's A500, although the final stages used an A2000 because of its higher speed. The results were then

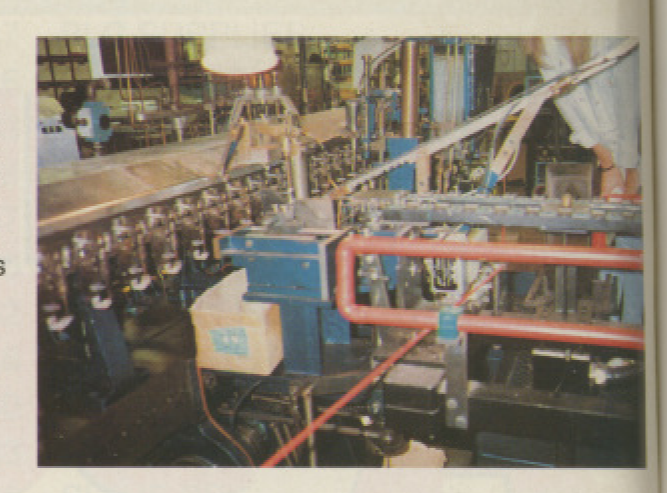
ENGINEERING A SUCCESS

➢ printed on an A0 size HPGL compatible plotter.

The success of that project meant that SEDA could afford to buy more equipment for the office. They purchased an A1500, an A3000 and moved from *XCAD* to *XCAD Professional*.

A HAPPY ENDING

SEDA currently use four Amigas for its computer drafting work, although they do still use manual drafting when computer illiterate staff are hired for particular jobs. The company has gone from being a one-room cottage industry, to a full-scale business complete with manufacturing workshop and drawing rooms. They also have one of the best technical libraries in the country, and can supply industry standard clips (graphics presented as computer legible numbers) anywhere in the world. And what role has the Amiga played in the life of this business? As Bill McCarthy's puts it: "The Amiga 500 was the jumping board to success for our business, and the flexibility of the system beats the sketching method hands down'.

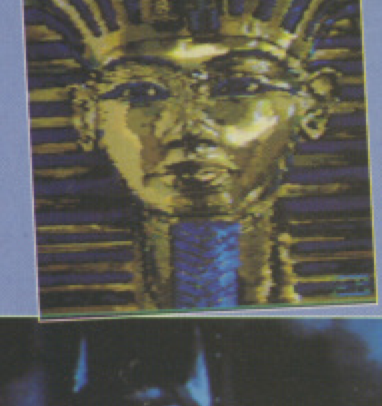


INDUSTRY BEATER

When I asked about *XCAD Pro* (their drafting software), I was told that a recent DTI survey had compared it against the industry standard *Autocad* and had said, 'Comparing *XCAD* on the Amiga against *Autocad* on the IBM, *XCAD* is undoubtedly the best system on the market'. Praise indeed for a computer which is regarded by many as nothing more than a games machine.

DESIGN A FORTUNE

Your chance to win one of three copies of D-Paint IV, and create a Hardware add-on that will actually go into production!



You've just read the story of SEDA's phenomenal success thanks to the Amiga. Now the company wants to put something back into the industry, and is looking for a new product to manufacture. That's where you come in, because the guys at SEDA are so busy, they just don't have the time to come up with a design themselves.



Win fame as hardware designer or a copy of the excellent *Dpaint 4* (which is nearly as good).

WHAT YOU HAVE TO DO

You have to come up with a design for a new Amiga peripheral. You can present your design as an annotated drawing, or as a written set of design specifications, or both. You can even send in a *D-paint* disk containing a drawing or drawings of your design if you prefer. Your peripheral could be a reworking of a current design, like a new Amiga console, or a super deluxe mouse holder, or it could be something completely new, like a remote control disk inserter or a hydraulic keyboard overlay. Literally anything goes! Whatever your design, it must be practical, and something that you think other people would like to use. You can enter as many times as you like.

WHAT YOU WIN

The three best designs will receive a copy of *Deluxe Paint 4* (when it's released in September). If any of the designs are good enough to actually produce, then SEDA will manufacture your design on a commercial basis. You will then be invited to their factory for a day, where you will see how your design has been turned into reality. You will also receive one of the first finished versions of your design. As if that wasn't enough, anyone creating a marketable design will receive a percentage of all profits should the design go into production!

All entries should be in by the 26th October, so we're giving you tons of time to think up your designs.

Send your entries to: Design-an-add-on Competition, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

THE LEGAL BIT

Please note that all entries submitted automatically become the exclusive property of SEDA Engineering. Your designs must be original and understand that by entering it in the CU Amiga/SEDA competition you automatically transfer your patent rights to SEDA Engineering in return for a percentage of the profits should the design be commercially manufactured.



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Wild Wheels
AT THE STADIUM TONIGHT
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WILD WHEELS
W
OFFICIAL PROGRAMME
CONGRATULATIONS! YOU WON THE MATCH
YOU REMAIN IN YOUR PRESENT GRADE
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WILD WHEELS
W
My head is thumpin', and my heart is pumping the adrenalin around every vessel of my hyper-tense body - the 'driving unit', that will be shoe-horned, wedged like a Colt 45 into it's holster, as I am placed into the command seat of my vehicle - ready to enter the arena of play... and combat.
"Wild Wheels" they call us. Combatants who play a "game" - a game where there are two ways to lose... down on points or down on fuel - the fuel of life! Our "kit" for action are the finely honed masterpieces of engineering... machines that will pole-axe the opposition, melt them, crush them, detonate them into a million white-hot, speeding grains of shrapnel. The 'kit of death' in which many of us will experience our last, and final, blinding flash.
In the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!"
But that's just half the game story. Now YOU enter the arena...
ENJOY THE SHOW!
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